RAZE Nº2 EXPLOSIVE CONSOLE, COMPUTER AND COIN-OP ENTERTAINMENT

RAZE

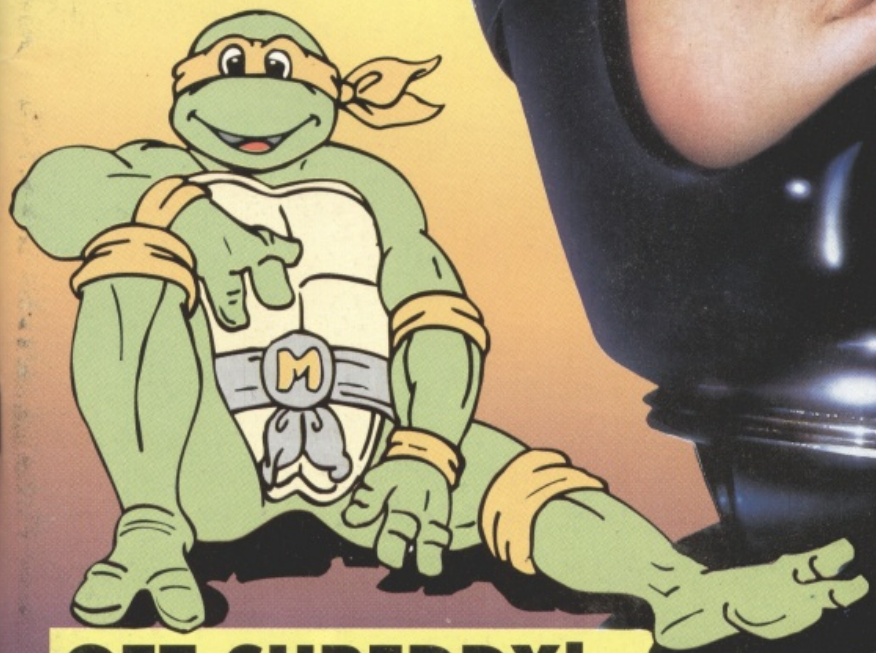
DECEMBER 1990
A NEWSFIELD PUBLICATION
UK £1.95 US$4.50

put pedal to the metal in LOTUS ESPRIT TURBO CHALLENGE

see who's bad in Mega Drive MOONWALKER

ROBOCOP II

He's back to uphold the law



GET SHREDDY!

The heroes in a half-shell are back!

9 770960 770008 12

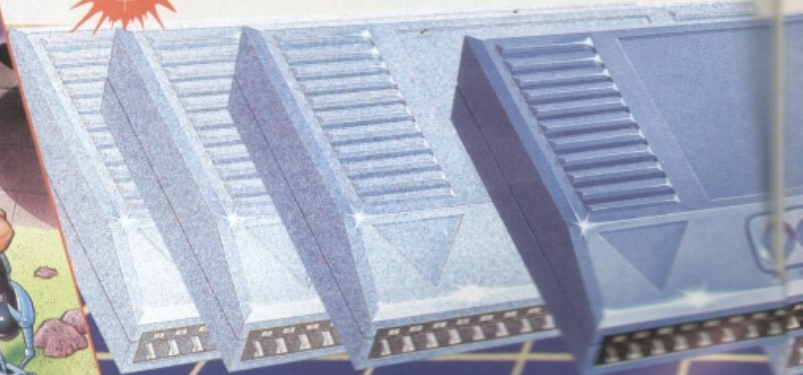
CARTR
PO

A WHOLE NEW WORLD O
WITH COMMODORE 6
IMMEDIATE ACCESS

OUTSTANDING GAME PLAY

ONLY 19.99 EACH

PLUG STRAIGHT IN T



THESE FANTASTIC GAMES ARE ONLY AV A
SIZE AND DEPTH OF PLAY MEANS THIS I

OCEAN SOFTWARE LTD
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

OCE

*2 MEG = 256K OF MEMORY

RIDGE
WER

OF FUN AND EXCITEMENT
E 64 GAME CARTRIDGES
SS OF UP TO 2 MEG!

INSTANT LOADING

IMPROVED GRAPHICS

N TO ANY C64 or C64GS

AILABLE ON CARTRIDGE BECAUSE THE
IS IS THE ONLY WAY WE CAN MAKE 'EM.

ocean®

FROM ALL GOOD
SOFTWARE STOCKISTS

CONTENTS

Fast Forward	7
CES-sational	8
Competition	16
Sights on CD	18
Entertainment USA	20
Big in Japan	22
RAZE Reviews	25
Review Rundown	72
Hacks & Stacks	74
Budget Blitz	80
Free Play	84
Hot Slots	88
Neuroventure	90
Next Month	98

RUN THE WORLD IN POPULOUS 70

■ Sega Mega Drive ■

GO SHOOT UP SOME NAVY SEALS 40

■ Amiga ■ Atari ST ■ C64GS ■ GX4000 ■

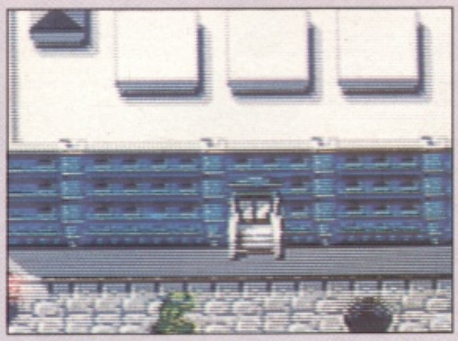
TOP GEAR 66

Let loose in a Lotus Esprit Turbo SE. Discover the thrills of accelerating from 0 to 60 in 4.7 seconds and racing at speeds of over 160mph.

ISSUE TWO

EDITOR Richard Monteiro STAFF WRITERS Les Ellis, Julian Boardman CONTRIBUTORS Tribble Barrett, Derek Chapman, Jason Holborn. JAPAN CORRESPONDENT Shinbiro Kawaguchi. USA CORRESPONDENT Marshal Rosenthal. ADVENTURE CORRESPONDENT Paul Rigby. COIN-OP CORRESPONDENT Suzi Uki. CONTRIBUTOR Wally Foot. DESIGN & LAYOUT Ian Chubb, Rebecca Owen PRODUCTION & CIRCULATION DIRECTOR Jonathan Rignall. ADVERTISEMENT SALES EXECUTIVES John Riding, Mike Hayes. GROUP ADVERTISEMENT MANAGER Judith Bamford. GROUP PROMOTIONS EXECUTIVE Richard Eddy. MAIL ORDER Carol Kinsey. SUBSCRIPTIONS Caroline Edwards. PUBLISHER Franco Frey ■ Competition Rules: No person who is connected in any way to the Publisher or the competitions sponsor may enter the competitions. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.

RAZE



TEENAGE MUTANT HERO TURTLES.....46

■ Amiga ■ Atari ST ■ Game Boy ■ NES ■

HAND JOB ..22

Shintaro Kanaoya gets to grips with Sega's new hand held Game Gear.

Consoles

C64GS	Navy Seals	40
GAME BOY	Teenage Mutant Ninja Turtles	46
	RoboCop	48
	Dr Mario	60
GX4000	Navy Seals	40
MEGA DRIVE	Klax	28
	Rastan Saga II	32
	Insector X	38
	XDR	39
	Moonwalker	42
	Populous	70
NES	Teenage Mutant Hero Turtles	46
	RoboCop II	48
PC ENGINE	Rastan Saga II	32
	Legendary Axe II	35
	Operation Wolf	41
	Beach Volley	54

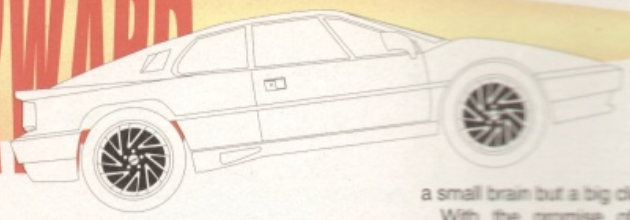
16-Bit

AMIGA	Wings of Fury	26
	Loopz	30
	James Pond	36
	Navy Seals	40
	Vaxine	44
	Teenage Mutant Hero Turtles	46
	RoboCop II	48
	Bomber Bob	52
	Betrayal	56
	Xiphos	58
	Globulus	60
	Curse of Ra	62
	Legend of the Lost	64
	Lotus Esprit Turbo Challenge	66
ATARI ST	Wings of Fury	26
	Loopz	30
	Navy Seals	40
	Vaxine	41
	Teenage Mutant Hero Turtles	46
	RoboCop II	48
	Betrayal	56
	Xiphos	58
	Curse of Ra	62
	Legend of the Lost	64
	Lotus Esprit Turbo Challenge	66
IBM PC	Loopz	30
	Teenage Mutant Hero Turtles	46
	Betrayal	56
	Lotus Esprit Turbo Challenge	66

EDITORIAL ADDRESS RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **ADVERTISING** John Riding, Tel: 0225 447453. Mike Hayes Tel: 0457 875229, Fax: 0457 871852. **PUBLISHER** NEWSFIELD LTD, Ludlow, Shropshire SY8 1JW Tel: 0584 875851 Fax: 0584 876044. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. A **NEWSFIELD PUBLICATION ISSN 0960-7706**

© NEWSFIELD 1990. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.

FAST FORWARD



NEW ORIGINS

Paul Rigby got savage with the Lord and found out what he had in mind for Christmas this year

THE SAVAGE EMPIRE

Richard Garriot, Origin VP & self-proclaimed Lord British:

"There must be other worlds out there, somewhere, beyond Britannia – worlds of science-fiction, mystery, historic exploration, horror, time travel, espionage... why, the possibilities are endless! Could *Ultima* take us there?"

Erm... What Lord British is trying to say is that a new series of games, based on the *Ultima VI* game-system and called *The Worlds of Ultima*, is about to appear on the PC. The first game in the series, *Savage Empire*, takes you to a world "time forgot" full of ancient mysteries, jungle romances, cliff-hanging cliffs (!), long grass, smelly swamps and mosquito bites (a bit like Florida on a bad day).

Up against all odds you must rescue Professor Rafkin, Aiela the jungle princess and Jimmy Malone, hardworking, dedicated, honest and true journalist. A forthright man, virtuous, trustworthy, sincere in his duty, dependable... is they man within our employ? (You must be joking!)

Encounter prehistoric monsters, lizard men, the lost underground city, the intelligent giant ants (uurrggh!). Check out Toporu the Mad, this guy thinks his mind is a little blue rock, and have intellectual discussions with Ugyuk the Neanderthal (he has a small brain but a big club).

With the promise of VGA 256-colour graphics, a new Origin FX graphics and music system, lots of animation, intelligent characters with sophisticated interactive conversations, *The Savage Empire* looks like Origin could have a winner on their hands. I'll be getting the first UK review copy as soon as poss.

■ The Savage Empire is the first in a new line from Origin collectively known as The Worlds of Ultima.

■ If another world existed, Origin would like to think they have included it in The Savage Empire.

WING COMMANDER PREVIEW

Taking a cinematic theme, *Wing Commander* promises sparkling 3-D action in the classic Star Wars style. A war rages with the dreaded Kilrathi Empire (the baddies) and the Terran Confederation (the goodies – hurrah!). Millions have perished in this bitter struggle and now it's your turn. No, no – not to perish! I mean, to fight the foe, to vanquish the bounders, to conquer the dastardly devils. You'll start your career flying small and underarmed Hornet-class ships. Over time you'll improve your lot by piloting better and better ships until you lock yourself into the ultimate Raptor-class ships, the mean machines of the star clusters.

You'll undertake numerous missions, from simple patrols to extended assaults against multiple targets. All of these missions make up an extended campaign. If you rack up victory after victory the climactic battle of the campaign will be a last, victorious assault against the Kilrathi sector command. On the other hand, if you are repeatedly defeated you'll find yourself with a backs to the wall defence of the Tiger's Claw carrier base.

Between missions you can hone your skills in the flight trainer on Tiger's Claw, select your ship and opponent. A novel idea this – a flight sim within a flight sim!

When you fly as wing commander, you'll command a flight of ships against the enemy. Each one of your ships will be piloted by individual characters – each with their own name and personality, favourite tactics and so on. The enemy will be the same. In fact they will greet you on contact. You can even trade insults during combat. Errol Flynn, eat ya heart out!

With umpteen cinematic effects, complicated and extended animation sequences, a new sound and effects generator, 256-colour graphics (on IBM PC), extensive sound board support, and, oooh, lots of other wonderful things, *Wing Commander* looks like a candidate for game of the year!

■ Wing Commander is quite a departure from the usual Origin fare, employing some superb graphics and action interaction.

CONSOLE ACTION

Many thanks go to Console Quest and Console Concepts who supplied all those rad import games this month. They both stock the very latest and greatest console crackers and can be contacted at these addresses.

Console Concepts, Unit 18, The Village Shopping Centre, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.

Console Quest, 1 Ashacre Mews, Offington, Worthing, West Sussex BN13 2DE. Tel: (0903) 63786.

PREVIEW POSTSCRIPT

★ **Imageworks have a plethora of games lined up for Christmas. Most are still unconfirmed, however, we did find out about *Speedball II*! Adding the the blood and guts of the original, the sequel adds managerial options, more weapons, extra points for hitting targets (and the opposition!) and many more elements to make it one of the most violent sports of the future. Available on the Amiga, Atari ST and IBM PC this autumn, prices unconfirmed.**

★ ***E-Swat*, that impressive Mega Drive game from a few months back, is being converted by US Gold to Amiga and Atari ST before the end of the year. Based around the adventures of a police officer in the troubled streets of New York, it's basically a shoot-/beat-'em-up, containing 15 levels packed full of enemy action.**

★ **After the great success of *Strider* there comes *Strider II*. The hero keeps all of his old powers and gets some new ones too. The game's being rushed through US Gold at the moment in an attempt to meet the pre-Christmas deadline. Only Amiga and Atari ST versions are expected for £24.99.**

★ **Gonzo Games are about to release *Street Hockey* on the Amiga (£24.99), Atari ST (£24.99) and IBM PC (£24.99). Not only can you battle the computer, but you can link up with another computer allowing you to whack the puck from machine to machine. It's out now, so get your skates on. The image above is from Gonzo's forthcoming game *Brides of Dracula*. One bite and you'll be hooked.**

HELL RAZEN'

Welcome, RAZE ravers, to a second packed issue. Flick through it and be amazed at the phenomenal games on test. There's *Navy SEALs* on GX4000, C64GS and 16-bits; *Robocop II* on NES and 16-bits (plus *Robocop 1* on the Game Boy); *Betrayal* on 16-bits; *Teenage Mutant Hero Turtles* on NES, Game Boy and 16-bits; *Nine Lives* on 16-bits; *Moonwalker, Populous* and *Budokan* on Mega Drive... And there's more:

- Our big man in Japan, Shintaro Kanaoya, gets his mits on Sega's Game Gear and tests out a few titles.
- Marshal Rosenthal plugs into the Battletech and concludes he's experienced the future in multi-player arcade entertainment.
- Origin and Lucasfilm tell Paul Rigby all about their CDTV goings-on and what to expect from the revolutionary gaming format.

But enough! Discover for yourself and enjoy...

RAZE RAVERS

Julian Boardman

If anyone has seen Les Boardman, Julian's dad, please get in touch with the RAZE offices. Apparently Mr Boardman has gone missing in the line of duty (ie, drinking at the local pub) and Julian is most concerned that he won't be receiving his pocket money this month.

Derek Chapman

Attributed with no less than £5,000-worth of damage in a month, Derek has since done a runner. Unfortunately we can't contact him because one of the machines he tried to *fix* contained his address and phone number. So, this is missing persons appeal number two.

Ian Chubb

Meet the master of the missing Zapf Dingbat. If ever you want to mysteriously lose a word, sentence, paragraph, article or even a whole magazine, Ian's your man. There's only one thing we have to say to you, Ian: ❄❄▼◧◆❒ ❄❒❄❄❄■ › ❁❄▼ ▼❑❄❄▼✣❁❒✎

Les Ellis

On the subject of missing things, Les has long regretted misplacing his head. It happened when he was young (he's 62 now) and a great fan of Rent-a-Ghost. He watched one spook too many remove its head and decided to try the same. Problem is he put his bonce somewhere and can't remember where.

Jason Holborn

If you ever find yourself pelted by lice and slugs, don't panic. It's just Jason's way of showing his affection for you. Poor lad thinks he's a female inhabitant of northern Siberia. Must be something to do with the furry dice hanging from his car mirror that has sent him into a trance. A lost cause if ever there was one.

Shintaro Kanaoya

At first we thought Shintaro was trying to pretend he had lost most of his teeth so he could get a big bonus from the tooth fairy. We eventually discovered he stained his teeth black in an attempt to make himself more desirable in much the same way as medieval Japanese women did all those years ago.

Paul Rigby

Having crawled into a large padded jiffy bag, Paul tried to post himself to New York and save a few hundred pounds on a flight. Only problem is he didn't write the correct address on the jiffy and was consequently returned to sender. Unfortunately, he got stuck in a postal dispute in the Azores and hasn't been heard of or seen since.

Marshal M Rosenthal

You've heard the problems the US government has been going through lately. Now meet the man responsible. Somehow Marshal got the Whitehouse's fax number and has been blitzing Bush with billions of money-spinning ideas. Trouble is the US government couldn't afford the 234-tonne fax paper expense that materialised every hour.

Richard Monteiro

Joining the long list of missing things is Richard's voice. After losing his legs at a boat party, and subsequently losing the contents of his stomach a few hours later, the poor chap woke up to find that his voice was about to do a runner too. Thankfully, after a few husky phonecalls, Richard's on the road to recovery and ready for another party. (What an animal!)

Suzy Uki

Don't be sweet-talked by this temptress. There's only one thing she wants. And that's the feeling of powerful throbbing hydraulics beneath her lithe body. Why only this month she gave up her second favourite sport – Shintaro – for some frolics with a four-player customised version of Smash TV with turbo hydraulic lift.

INFOGRAMES ONSLAUGHT

Bubba Peenutt gets six of the best from Infogrames and goes back for more...

METAL MASTERS

Any of you seen the film *Robot JOX*? Well if you have then you'll be no stranger to guys controlling huge robots. Infogrames' November release will put you in the hot seat of giant robot and invite you to battle your way through ten levels of robotic opponents. Pass these ten Metal Mickeys and you'll have a final confrontation against the Supreme Robot. Beat him and you become the Metal Master.

VERSIONS: AMIGA (£24.99), ATARI ST/STE (£24.99)

■ **Off treks our intrepid wanderer in *Mystical*.**

MYSTICAL

When an apprentice mage accidentally blows his master's laboratory into lots of little pieces, he expects to get a good telling off. Instead he's given a wonderful opportunity to explore strange new worlds and go where no mage has gone before.

VERSIONS: AMIGA (£24.99), ATARI ST (£24.99), IBM PC (£24.99)

ALCATRAZ

The island prison of Alcatraz is no longer the home of the Birdman, it's now the headquarters of the notorious drug baron Miguel Tardiez. You control a team of four commandos who must sneak onto the island, destroy the drugs, burn the money and capture Tardiez.

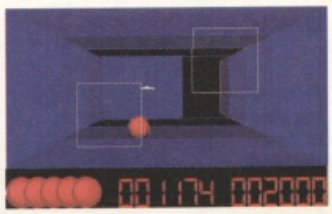
VERSIONS: AMIGA (£24.99), ATARI ST/STE (£24.99), IBM PC (£24.99)

■ **Could this be Burt Lancaster and Clint Eastwood trying to escape from Alcatraz?**

THE LIGHT CORRIDOR

The light has disappeared from the galaxy, and the only way to restore it is by passing through the Light Corridor. The Corridor is split into seven sections, each corresponding to one of the seven colours of the rainbow. The coloured sections are further divided into four sub-sections which must be negotiated. You control a translucent bat and have to guide a ball through the Corridor.

VERSIONS: AMIGA (£24.99), ATARI ST/STE (£24.99), IBM PC (£24.99)



■ ***The Light Corridor:* Breakout in 3-D?**

MURDERS IN SPACE

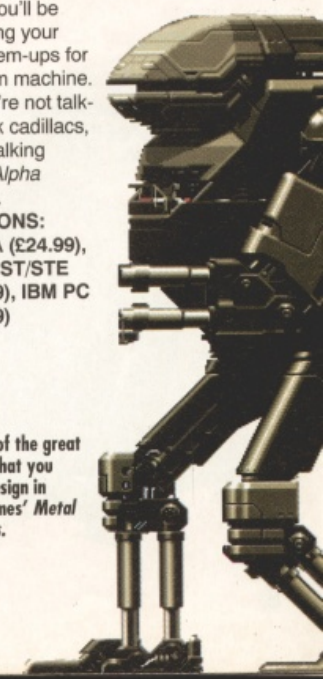
In space, no-one can hear you scream – it's the perfect place for a murder. In fact, a murder is going to be committed and in true detective style you have to find the culprit and stop the victim from becoming just another piece of space debris.

VERSIONS: ST & STE (£24.99), AMIGA (£24.99), IBM PC (£24.99)

ALPHA WAVES

Soon you'll be changing your shoot-'em-ups for a dream machine. No, we're not talking pink cadillacs, we're talking about *Alpha Waves*.

VERSIONS: AMIGA (£24.99), ATARI ST/STE (£24.99), IBM PC (£24.99)

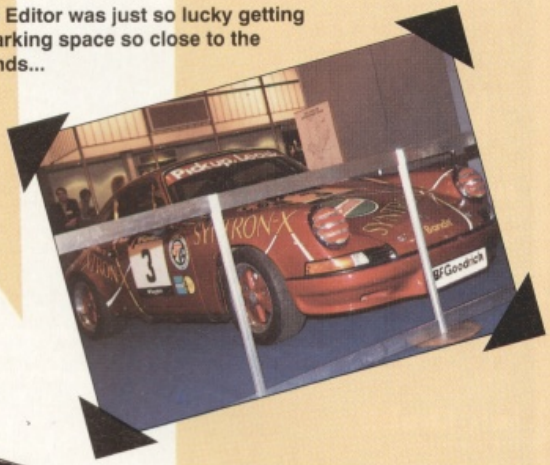


■ **One of the great robots that you could design in Infogrames' *Metal Masters*.**

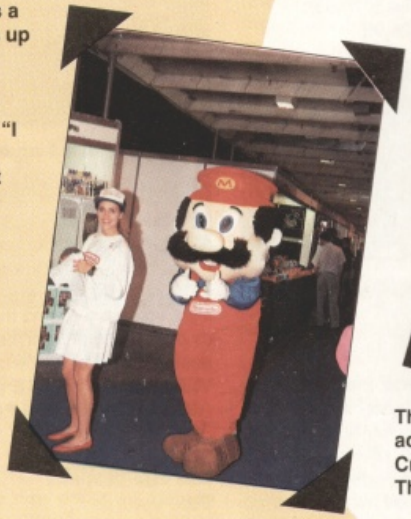
CES-PIT SNAPS

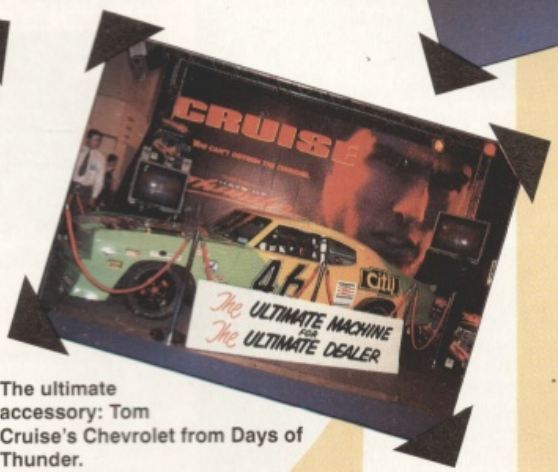
Friday, 14 September, 1990. Probably the biggest gathering of software buyers, sellers and personalities since last year's PC Show. But the PC Show is dead, long live the Computer Entertainment Show. It was a lot smaller, but who cared? At least there were no stuffy business men hogging the Turtles arcade machine...

The Editor was just so lucky getting a parking space so close to the stands...



Mario gives a big thumbs up to one of Nintendo's stand assistants. "I just love those short skirts, and especially that position" enthuses an eligible and an understandably excited Mario.



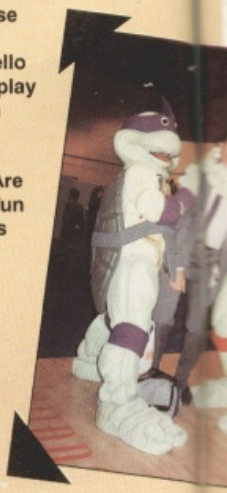


The ultimate accessory: Tom Cruise's Chevrolet from Days of Thunder.

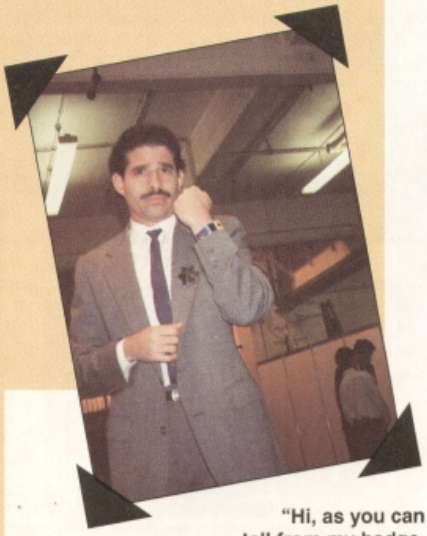
For the more discerning driver: Gremlin's Lotus Esprit Turbo, a cool £55,000.

Electronic Zoo's Stuart Bell gives their outrageously tall Subbuteo goalkeeper a hand with his balls.

Yeah! It's those crazy turtles again. Donatello and Raphael play about with an unimpressed Marshal Rosenthal. "Are these Yanks fun or what? Let's see if we can squeeze the pizza out of him!"

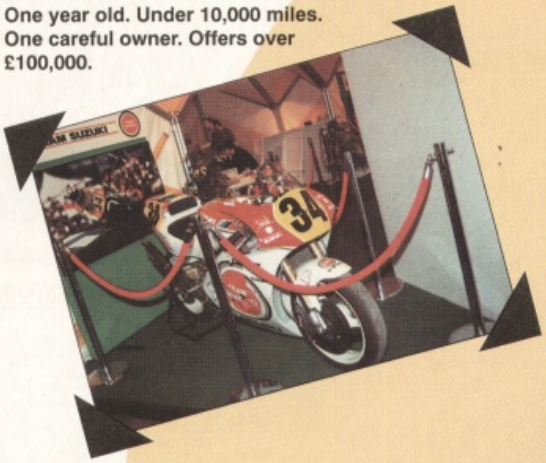


Focused pictures: Andrew "just one drink, then" Banner.



"Hi, as you can tell from my badge, I'm Marshal. I'm the new law in town. Here's a new toy I've got. It's a Dick Tracy watch."

One year old. Under 10,000 miles. One careful owner. Offers over £100,000.

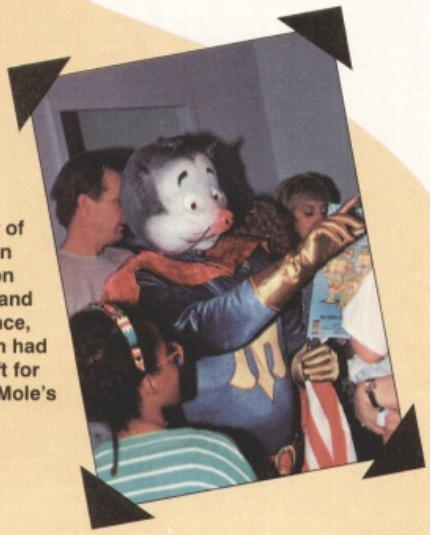


"Cowabunga! I want one"

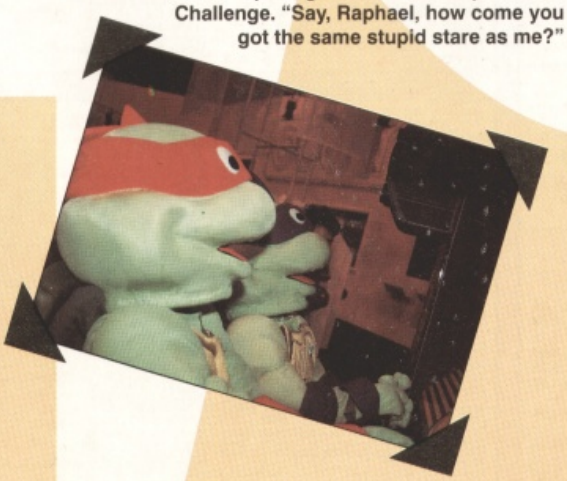
Anita Sinclair of Magnetic Scrolls sucks the wax from David Bishop's ear in a cheap Virgin promotional exercise.

"Big deal! You're not the only one"

After a quarter of a million spent on their stand insurance, Gremlin had little left for Monty Mole's outfit.



Yeeaaahhh! The turtles are here! Here we catch Raphael and Donatello having a quick game of Lotus Esprit Turbo Challenge. "Say, Raphael, how come you got the same stupid stare as me?"



"Minasama Yokoso." A very smug-looking Shintaro Kanaoya pops over to see how us Brits throw a party (and to pick up his pay cheque, of course). "Blame Suzy Uki for my ruffled appearance. Abayo!"

Blurred pictures: Marshal "gee, it must be the ozone" Rosenthal.

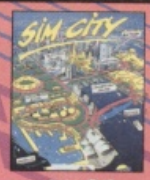
Special Reserve NRG CYBERZINE

BIGGEST CLUBS
GREATEST DEALS

SHOCKING

Over 2,000 products in our catalogue — *Over 30,000 me*

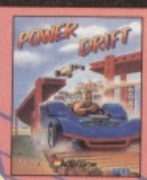
6.99



11.99

10.99

8.49



5.99

9.99

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- ***NRG*** (Energy magazine) **N**ews, **R**eviews and **G**raphics. Screen shots, pack shots, charts, latest Giga-Savers. 40 colour reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk ***NRG*** street gang - It's Cyber-fantastic! ***NRG*** - bi-monthly to all Special Reserve members.
- ***Release Schedules,*** sent bi-monthly with updated catalogue information.
- ***Sales hotline***, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- ***Fast despatch*** of stock items ***individually wrapped*** by ***first class post.***
- ***Written confirmations*** (receipts) sent when we receive each order.
- ***Catalogue, Membership Card & Folder*** for ***NRG***.
- ***Refunds*** or change of order on request if delayed.
- ***No Obligation*** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP EEC £8.00 WORLD £10.00 **£6.00**

Commodore Amiga

In stock at time of publication.

Amiga 500 Screen Gems Pack **359.99**

COMPUTER WITH MOUSE, TV MODULATOR, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED.

Amiga Peripherals

PHILIPS 8833 COLOUR STEREO MONITOR	249.99
PHILIPS TELEVISION TUNER FOR 8833 MONITOR (CONVERTS THE MONITOR INTO A TELEVISION)	49.99
AMIGA A590 20 MEG HARD DRIVE	354.99
CUMANA EXTERNAL 3.5" 880K DISK DRIVE	79.99
AMIGA A501 RAM UPGRADE TO 1 MEG (GENUINE COMMODORE ITEM WITH CLOCK)	99.99
ZYDEC RAM UPGRADE TO 1 MEG WITH CLOCK	49.99
ZYDEC RAM UPGRADE TO 1 MEG	44.99
MONITOR STAND, WIRE FRAME, ACCESS TO DRIVE	19.99
NAKSHA MOUSE, BRACKET AND MAT (AMIGA OR ST)	32.99
MIDI MASTER AMIGA MIDI INTERFACE	32.99
COVER FOR AMIGA	5.49
COVER FOR MONITOR	5.99
KIND WORDS 2 (WORD PROCESSOR)	31.99

Disks 'n bits

SONY
3.5" DS/DD
DISK + LABEL
GG413
65p each

PLASIC STORAGE BOX, HOLDS TEN 3.5" DISKS	1.30
3.5" SONY HIGH DENSITY DISK (1.4 MB)	1.39
10 PACK TDK 48 TPI 5.25" DS/DD DISKS (360K)	6.49
10 PACK TDK HD 5.25" DISKS (1.4 MB)	9.99
10 PACK TDK 96 TPI 5.25" DS/DD DISKS (720K)	8.99
3" MAXELL CF2 DISK + LABEL FOR PCW	1.99
3.5" DISK HEAD CLEANER	2.99
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE	10.99
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.49
DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE	8.49
DISK BOX, STACKABLE, 3.5" (90 CAP) DRAWER	13.99

AMIGA and ATARI ST Shockware

16 BIT	AMIGA	ST
3D POOL	8.49	8.49
688 ATTACK SUB	16.99	
ACCOLADE IN ACTION (BLUE ANGELS, 4TH 'N' INCHES, GRAND PRIX CIRCUIT, FAST BREAK)	19.49	19.49
ADIDAS CHAMPIONSHIP FOOTBALL	16.49	16.49
ALPHA WAVES	15.99	15.99
ALTERED BEAST	7.99	
AMOS (GAMES CREATOR)	29.99	
AMOS SPRITES 1000	10.99	
APPRENTICE	12.99	12.99
ARCHIPELAGOS	6.99	6.99
ARMOUR-GEDDON	16.49	16.49
ATOMIC ROBOKID	16.49	16.49
AUSTERLITZ (BATTLE OF)	11.99	
AWESOME	21.99	
BAAL	6.49	6.49
BACK TO THE FUTURE 2	16.49	16.49
BAD LANDS	16.49	16.49
BALANCE OF POWER	6.99	6.99
BALLISTIX	4.99	6.49
BALLYHOO (INFOCOM)	7.99	5.99
BARBARIAN 2 (PALACE)	7.99	
BARDS TALE 2	8.99	
BATMAN THE MOVIE	11.99	
BATTLE COMMAND	16.49	16.49
BATTLE OF BRITAIN	19.49	
BATTLE OF BRITAIN (D'S DRIVE)		19.49
BATTLE SQUADRON	8.49	
BATTLECHESS	16.49	16.49
BATTLEMASTER	17.99	15.49
BATTLESTORM	16.49	16.49
BEAST 2	21.99	
BETRAYAL	19.49	19.49
BEYOND ZORK (INFOCOM)	24.99	7.99
BILLY THE KID	16.99	16.99
BLACK CAULDRON	6.99	6.99
BLACK LAMP	6.49	
BLITZKRIEG - MAY 1940	15.99	15.99
BLOOD MONEY	7.49	7.49
BLOODWYCH	6.99	
BLOODWYCH + DATA DISK		8.99
BLOODWYCH DATA DISK	10.49	
BREACH 2		15.99
BREACH 2 (1 MEG)	15.99	
BRIDGE PLAYER 2150 GALACTICA	19.99	19.99
BUCK ROGERS (SSI)	19.99	
BUDOKAN	16.99	
CADAVER	16.49	16.49
CAPTIVE	15.49	15.49
CARRIER COMMAND	10.49	8.99
CARTHAGE	16.49	16.49
CHAMPION OF THE RAJ	16.49	16.49
CHAMPIONS OF KRYNN (1 MEG)	19.99	
CHAMPIONS OF KRYNN (SSI)		19.99
CHAOS STRIKES BACK		10.99
CHAOS STRIKES BACK (1 MEG)	15.99	
CHAOS STRIKES BACK EDITOR		10.99
CHASE H.Q	16.49	13.49
CHASE H.Q 2	16.49	16.49
CHESS CHAMPION 2175	19.99	19.99
CHESSMASTER 2000	8.99	
CHESSMASTER 2100	18.49	
CHRONOQUEST 2	8.49	
CHUCK YEAGER'S AFT 2.0	16.99	16.99
CLOUD KINGDOMS	8.99	8.99
CODENAME ICEMAN (1 MEG) (SIERRA)	24.99	24.99
COLONEL'S BEQUEST (1 MEG) (SIERRA)	24.99	24.99
COLORADO	16.49	16.49
CONFLICT EUROPE		5.99
CONQUEROR	15.49	15.49
CONQUESTS OF CAMELOT (1 MEG)	24.99	24.99
CORPORATION	14.99	14.99
CORRUPTION (M/SCROLLS)	6.99	6.99
CRACK DOWN	7.49	7.49
CRIMEWAVE	16.49	16.49
CURSE OF THE AZURE BOND (SSI)	19.99	19.99
CUTTHROATS (INFOCOM)	9.99	17.49
DAMOCLES	15.49	15.49
DAYS OF THUNDER	15.99	15.99
DEATH TRAP	15.49	15.49
DEJA VU	6.99	3.99
DELUXE MUSIC CONSTR SET	45.99	
DELUXE PAINT		34.99
DELUXE PAINT 3	49.99	
DELUXE VIDEO 3	62.99	
DICK TRACY	15.99	15.99
DISNEY ANIMATION STUDIO	59.99	59.99
DRAGON BREED	16.49	16.49
DRAGON WARS	16.49	
DRAGON'S LAIR		28.99
DRAGON'S LAIR (1 MEG)	28.99	
DRAGON'S LAIR 2	27.99	27.99
DRAGONFLIGHT	18.49	18.49
DRAGONS BREATH	8.99	8.99
DRAGONSTRIKE (SSI)	19.99	
DRAKKHEN	11.99	11.99
DUNGEON MASTER		10.99
DUNGEON MASTER (1 MEG)	10.99	
DUNGEON MASTER EDITOR	8.99	8.99
DYNASTY WARS	7.49	7.49
E-MOTION	6.99	6.99
E-SWAT	16.49	16.49
ELIMINATOR		3.49
ELITE	9.99	9.99
ELVIRA - MISTRESS OF THE DARK	19.99	19.99
ENCHANTER (INFOCOM)	18.99	
EPIC	16.99	16.99
ESCAPE FROM SINGE'S CASTLE	28.99	
ESCAPE F.T.P.O.T. ROBOT MONSTERS	13.49	13.49
EUROPEAN SUPER LEAGUE	15.99	15.99
EXTASE	13.99	13.99
EYE OF HORUS	5.49	5.49
F16 FALCON	12.99	10.99
F16 FALCON MISSION DISK 1	13.49	8.49
F16 FALCON MISSION DISK 2	12.99	12.99
F19 STEALTH FIGHTER	19.99	19.99
F29 RETALIATOR	16.49	16.49
FAST BREAK (VOLLEYBALL)	6.49	
FEDERATION OF FREE TRADERS		9.49
FERRARI FORMULA 1	8.99	8.99
FINAL BATTLE (PSS)	16.49	16.49
FIRE AND FORGET 2	16.49	16.49
FISHI (M/SCROLLS)	6.99	6.99
FLIGHT OF THE INTRUDER	18.99	18.99
FLIGHT SIMULATOR 2	22.99	22.99
FLIMBO'S QUEST	16.49	
FLIPIT & MAGNOSE	16.49	16.49
FLOOD	16.49	16.49
FOOTBALL MANAGER 2 + EXPANSION	10.99	10.99
FUN SCHOOL 2 (2-6)	8.49	
FUN SCHOOL 2 (6-8 or 8+)	7.49	7.49
FUN SCHOOL 3 (2-5, 5-7 or 7+ YRS)	15.99	15.99
FUTURE CLASSICS	16.49	

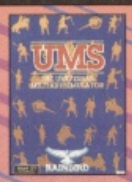
16 BIT	AMIGA	ST
FUTURE WARS	16.49	16.49
GAUNTLET 2	8.99	8.99
GFA BASIC V3.0 COMPILER	22.49	22.49
GFA BASIC V3.0 INTERPRETER	36.99	36.99
GHOULS 'N' GHOSTS		10.99
GO PLAYER PROFESSIONAL	19.99	19.99
GOLD OF THE AZTECS	16.49	13.99
GOLD RUSH! (SIERRA)		6.99
GOLDEN AXE	16.49	16.49
GRAND PRIX CIRCUIT	6.99	
GRAVITY	6.99	8.99
GREG NORMAN'S GOLF	17.99	17.99
GUILD OF THIEVES (M/SCROLLS)	6.99	6.99
HARD DRIVIN'		6.99
HARD DRIVIN' 2	15.99	15.99
HARPOON	19.49	
HILL STREET BLUES	16.49	16.49
HIT DISKS VOLUME 2 (MAJOR MOTION, LEATHERNECKS, TIME MACHINE)		
HITCH HIKERS GUIDE (BUDGET)	8.99	8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES, BATMAN THE MOVIE)	18.99	18.99
HOLLYWOOD HIJINX (INFOCOM)	17.49	7.49
HOME ACCOUNTS (DIGITA)	22.99	22.99
HOME OFFICE KIT (KIND WORDS 2.0, MAXIPLAN, INFO FILE, PAGESETTER, ARTISTS CHOICE, CALEFONTS)	86.99	
HORROR ZOMBIES	16.49	16.49
HOUND OF SHADOW	8.99	8.99
HUNT FOR RED OCTOBER	8.99	8.99
HYPBIS	5.49	
IMMORTAL (1 MEG)	16.49	16.49
IMPERIUM	16.99	16.99
INDIANAPOLIS 500	16.49	
INFESTATION	15.99	14.49
INFIDEL (INFOCOM)	7.99	13.99
INTERNATIONAL 3D TENNIS	16.99	16.99
INTERNATIONAL SOCCER CHALNGE	16.49	16.49
ISHIDO	19.99	
IT CAME FROM THE DESERT		19.49
IT CAME FROM THE DESERT (1 MEG)	10.99	
I.C.F.T. DESERT DATA DISK (1 MEG)	10.99	
IVAN STEWARTS OFF-ROAD RACER	16.49	16.49
J. NICKLAUS GOLF	16.99	16.99
J. NICKLAUS VOL1 COURSES	9.99	
J. NICKLAUS VOL2 INT COURSES	9.99	
JAMES BOND	16.49	16.49
JEWELS OF DARKNESS (LEVEL 9)		7.99
JINXTER (M/SCROLLS)	6.99	6.99
JUDGE DREDD	13.99	13.99
K-SPREAD 2.0 (SPREADSHEET)	42.99	
K-SPREAD 4.0 (SPREADSHEET)		85.99
KICK OFF	6.99	6.99
KICK OFF 2	12.99	12.99
KICK OFF EXPANSION DISK	7.99	7.99
KID GLOVES	7.99	16.99
KILLING GAME SHOW	16.99	
KIND WORDS 2.0 (W/PROCESSOR)	31.99	
KINGS QUEST 1, 2 & 3 (SIERRA)	22.99	22.99
KINGS QUEST 4 (1 MEG) (SIERRA)	21.99	21.99
KLAX	13.49	13.49
KNIGHT ORC (LEVEL 9)	4.99	
KRISTAL	10.49	15.49
KULT	6.99	5.99
LANCELOT (LEVEL 9)	5.99	5.99
LEATHER GODDESSES (BUDGET)		8.99
LEATHER GODDESSES (INFOCOM)	16.99	
LEGEND OF FAERGHIL	17.99	17.99
LEGEND OF THE SWORD		4.99
LEISURE SUIT LARRY 1 (SIERRA)	19.49	19.49
LEISURE SUIT LARRY 2 (SIERRA)	15.99	11.99
LEISURE SUIT LARRY 3 (SIERRA)	24.99	24.99
LIGHT CORRIDOR	15.99	15.99
LOMBARD RAC RALLY	8.99	8.99
LOOM	19.49	19.49
LORDS OF THE RISING SUN	29.99	
LOTUS ESPRIT TURBO CHALLENGE	17.49	17.49
LURKING HORROR (INFOCOM)		5.99
M.U.D.S (MEAN UGLY DIRTY SPORT)	15.49	15.49
M1 TANK PLATOON	19.49	19.49
MAGIC FLY	16.49	16.49
MANHUNTER SAN FRANCISCO (SIERRA)		9.99
MEAN STREETS	16.49	16.49
MENACE	5.49	6.99
MICKEY MOUSE		5.99
MIDNIGHT RESISTANCE	16.49	16.49
MIDWINTER	19.99	19.99
MIGHT AND MAGIC 2	19.99	
MILLENIUM 2.2		6.99
MONTY PYTHONS FLYING CIRCUS	13.99	13.99
MURDER	16.49	13.99
MURDER IN SPACE	15.99	15.99
MYSTICAL	15.99	15.99
N.A.R.C	16.49	16.49
NAVY S.E.A.L.S	16.49	16.49
NEBULUS 2	16.49	16.49
NECRONOM	17.49	
NEUROMANCER	16.99	16.99
NEVER MIND	6.49	6.49
NEW YORK WARRIORS	13.99	13.99
NEW ZEALAND STORY		13.49
NIGEL MANSELL'S GRAND PRIX	6.99	6.99
NIGHTBREED (ACTION)	16.49	16.49
NIGHTBREED (INTER-ACTIVE MOVIE)	16.99	16.99
NIGHTSHIFT	16.99	16.99
NITRO	16.99	16.99
NORTH AND SOUTH	10.99	10.99
NUCLEAR WAR		13.99
OPERATION HARRIER	16.49	16.49
OPERATION STEALTH	16.99	16.99
OPERATION THUNDERBOLT	16.49	13.49
OVERRUN	19.49	
PACLAND	6.99	8.49
PACMANIA	6.49	2.99
PAINTWORKS		4.99
PANG	16.49	13.99
PARADROID 90	16.49	16.49
PASSING SHOT (TENNIS)		5.99
PAWN (M/SCROLLS)	6.99	6.99
PHOTON PAINT	6.49	
PHOTON PAINT 2.0 (1 MEG)	49.99	
PIRATES	16.99	16.99
PLANETFALL (BUDGET)	8.99	8.99
PLAYER MANAGER	12.99	12.99
PLOTTING	16.99	16.99
POLICE QUEST 1 (SIERRA)	16.49	16.49
POLICE QUEST 2 (1 MEG) (SIERRA)	22.99	
POLICE QUEST 2 (SIERRA)		16.99
POOL OF RADIANCE (1 MEG) (SSI)	19.49	
POOL OF RADIANCE (SSI)		19.49
POPULOUS	16.49	16.49
POPULOUS PROMISED LANDS	8.99	8.99

16 BIT	AMIGA	ST
POWERDRIFT	5.99	5.99
POWERDROME	8.99	8.99
POWERMONGER	18.99	18.99
PROJECTYLE	16.49	16.49
PROPHECY - VIKING CHILD	16.49	16.49
PROTEXT WORD PROCESSOR	64.99	47.99
PUBLISHERS CHOICE DTP (1 MEG)	59.99	
PURPLE SATURN DAY	5.99	5.99
PUZZNIC	16.99	13.99
QUEST FOR GLORY (1 MEG)	22.99	22.99
QUESTRON 2 (SSI)		17.49
R-TYPE		4.99
RAINBOW ISLAND	16.49	13.49
RAMROD	17.49	17.49
REACH FOR THE SKIES (PSS)	19.49	19.49
RED LIGHTNING (SSI)		19.49
RED STORM RISING	16.99	16.99
RICK DANGEROUS 2	16.49	16.49
RIDERS OF ROHAN	19.49	16.49
ROBOCOP 2	15.99	15.99
ROCKET RANGER	9.99	5.99
ROGUE TROOPER	16.99	16.99
RORKE'S DRIFT	15.99	15.99
S.T.U.N RUNNER	16.49	16.49
SCRABBLE DE LUXE	13.49	13.49
SEASTALKER (INFOCOM)	11.99	5.99
SECOND FRONT	19.49	
SECRET AGENT SLY SPY	16.49	13.49
SECRET OF MONKEY ISLAND	16.99	16.99
SHADOW OF THE BEAST	9.99	16.49
SHADOW WARRIORS	16.49	13.49
SHADOWGATE		3.99
SHOCKWAVE	16.49	
SHOGUN (INFOCOM)	18.99	
SHOOT 'EM-UP CONSTR KIT	7.99	8.49
SILENT SERVICE (SUB SIM)	8.49	8.49
SIM CITY	11.99	11.99
SIM CITY TERRAIN EDITOR	10.49	
SIMULCRA	16.49	16.49
SKYCHASE	5.99	5.99
SKYFOX	4.99	
SNOWSTRIKE	16.49	16.49
SORCERER (INFOCOM)		5.99
SPACE ACE	27.99	27.99
SPACE HARRIER 2	6.99	
SPACE QUEST 3 (SIERRA)	22.99	19.99
SPACE ROGUE	17.99	17.99
SPEEDBALL 2	15.99	15.99
SPELLBOUND	13.49	13.49
SPELLBREAKER (INFOCOM)	13.99	5.99
SPY WHO LOVED ME	16.49	16.49
ST ADVENTURE CREATOR		15.99
STAR RAY		5.99
STARCROSS (INFOCOM)	13.99	
STARFLIGHT	16.99	16.99
STARGLIDER	6.49	
STARGLIDER 2		5.99
STATIONFALL (INFOCOM)		5.99
STORM ACROSS EUROPE (SSI)	19.49	19.49
STOS (GAMES CREATOR)		19.99
STOS COMPILER		13.99
STREET HOCKEY	16.49	16.99
STRIDER 2	16.49	16.49
SUBBUTEO	19.99	19.99
SUPER GRIDRUNNER	8.49	7.99
SUPER HANG ON	8.99	4.99
SUPER WONDERBOY		7.99
SUPERBASE PERSONAL 2 (DATABASE)	69.99	69.99
SUPERPLAN (1 MEG SPREADSHEET)	69.99	
SUPREMACY	19.49	19.49
SWORD OF SODAN	9.99	
SWORDS OF TWILIGHT	8.99	
T.N.T (APB, HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS)	19.49	19.49
TEAM YANKEE	19.49	19.49
TEENAGE MUTANT HERO TURTLES	15.99	15.99
THE KEEP	16.99	16.99
THE LOST PATROL	16.49	16.49
THEME PARK MYSTERY		7.99
THREE STOOGES (CINEMAWARE)	6.99	
THUNDERBIRDS	4.99	6.99
THUNDERSTRIKE	16.99	16.99
TIME MACHINE	16.99	16.99
TIMES OF LORE	6.99	
TIMEWORKS DESK TOP PUBLISHER		75.49
TOKI	16.49	16.49
TORVAK THE WARRIOR	16.49	16.49
TOTAL RECALL	15.99	15.99
TREASURE TRAP	15.99	15.99
TRIAD VOL2 (MENACE, BAAL, TETRIS)	7.99	
TRIVIAL PURSUIT		8.99
TURBO CUP	4.99	
TURBO CUP (WITH CAR)		5.49
TURBO SILVER GRAPHIC ANIMATION	106.49	
TURRICAN	12.99	12.99
TV SPORTS (US) FOOTBALL	11.99	8.99
TV SPORTS BASKETBALL	11.99	8.99
ULTIMA 5	18.49	18.49
ULTIMATE RIDE	15.99	15.99
UMS - UNIVERSAL MILITARY SIM	7.99	
UMS 2 - UNIVERSAL MILITARY SIM 2	19.99	19.99
UN SQUADRON	16.49	16.49
UNINVITED		13.99
VAXINE	16.49	16.49
VENUS - THE FLY TRAP	14.49	14.49
VETTE (CORVETTE)	18.99	
VIRUS	6.49	
VOODOO NIGHTMARE	16.49	16.49
VOYAGER	10.49	10.49
WATERLOO	10.49	8.49
WELLTRIS	15.99	15.99
WHEELS OF FIRE (HARD DRIVIN', POWER DRIFT, CHASE H.Q, TURBO OUTRUN)	19.99	19.99
WHIRLIGIG		3.99
WINGS (1 MEG) (CINEMAWARE)	18.99	
WINGS OF FURY	16.49	16.49
WIPE OUT	10.99	10.99
WISHBRINGER (BUDGET)	8.99	8.99
WISHBRINGER (INFOCOM)		5.99
WITNESS (INFOCOM)	5.99	5.99
WOLFPACK		19.49
WOLFPACK (1 MEG)	19.49	
WONDERLAND (1 MEG) (M/SCROLLS)	19.99	19.99
WORKBENCH 1.3	13.99	
WORLD CUP SOCCER - ITALIA 90	12.99	13.49
WORLD CUP SOCCER (1 MEG)	13.49	
WRATH OF THE DEMON	18.99	18.99
X-OUT	12.99	12.99
XENOMORPH	15.99	15.99
XENON 2, MEGABLAST	15.99	15.99
XIPHOS	15.99	15.99
ZORK 1 (INFOCOM)	9.99	9.99
ZORK 2 (INFOCOM)		5.99
ZORK TRILOGY (INFOCOM)		15.99

G PRICES

ADVENTURE MADNESS **SALE**

members in our clubs — *Over 40,000 games in our warehouse*



99 — 7.99 — 7.99 — 9.99 — 6.99 — 9.99 — 6.99

Nintendo Gameboy

Official UK Version. Free Shockware holster worth £7.99.

Gameboy + Tetris, two player lead, stereo headphones and batteries plus **69.99**
FREE Special Reserve membership or Shockware holster

Gameboy Software etc. (MORE SOON)

ALLEYWAY	15.99	SUPER MARIO LAND	15.99
GOLF	15.99	TENNIS	15.99
QIX	15.99	SHOCKWARE GAMEBOY	
SOLAR STRIKER	15.99	HOLSTER WITH BELT	7.99

Atari Lynx

Official UK Version. In stock at time of publication.

Lynx colour handheld system + mains powerpack & California Games **159.99**

Lynx Software

3D BARRAGE	27.49	GAUNTLET 3	27.49
BLUE LIGHTNING	21.99	KLAX	27.49
CHIPS CHALLENGE	21.99	MS PACMAN	27.49
ELECTRO COP	21.99	PAPERBOY	27.49
GATES OF ZENDECON	21.99	RAMPAGE	27.49

Sega Megadrive

Official UK Version. Free extra Joypad and membership.

Megadrive + Altered Beast + Joypad + extra TURBO Joypad FREE + FREE Special Reserve membership **189.99**

Megadrive Software

ALEX KIDD IN THE ENCHANTED CASTLE	23.99	REVENGE OF SHINOBI	27.49
ARNOLD PALMER GOLF	27.49	SPACE HARRIER 2	27.49
FORGOTTEN WORLDS	27.49	SUPER HANG ON	27.49
GHOULS N GHOSTS	34.49	SUPER LEAGUE BASEBALL	27.49
GOLDEN AXE	27.49	SUPER THUNDERBLADE	27.49
LAST BATTLE	27.49	THUNDERFORCE 2	27.49
MYSTIC DEFENDER	27.49	TRUXTON	27.49
RAMBO 3	23.99	WORLD CUP ITALIA 90	23.99
		ZOOM	23.99

POWER BASE CONVERTER (Runs Master System Games) 28.49
TURBO (FAST FIRE) JOYPAD 17.49
SEGA MEGADRIVE ARCADE POWER STICK 34.99

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. VAT reg. no. 424 6532 51

Sega Master System

Official UK Version. Free Special Reserve membership.

SEGA MASTER SYSTEM,TWO JOYPADS, HANG ON 79.99
SEGA MASTER PLUS SYSTEM WITH LIGHT PHASER GUN, HANG ON & MARKSMAN GAMES 99.99
FREE SPECIAL RESERVE MEMBERSHIP WHEN YOU BUY EITHER OF THE ABOVE SYSTEMS (EXISTING MEMBERS DEDUCT £6.00)
QUICKJOY SG JETFIGHTER MASTER SYSTEM JOYSTICK 13.99

Sega Master Software

ACTION FIGHTER	11.99	INDIANA JONES	22.99
AFTERBURNER	22.99	MONOPOLY	22.99
ALEX KIDD	19.99	NINJA	9.99
ALEX KIDD HIGH TECH WORLD	22.99	OPERATION WOLF	22.99
ALEX KIDD SHINOBI WORLD	22.99	OUTRUN	22.99
ALEX KIDD LOST STARS	22.99	PAPERBOY	22.99
AMERICAN BASEBALL	22.99	PARLOUR GAMES	14.99
AMERICAN PRO FOOTBALL	22.99	PRO WRESTLING	22.99
AZTEC ADVENTURE	11.99	R-TYPE	22.99
BOMBER RAID	22.99	RAMBO 3	22.95
CALIFORNIA GAMES	22.99	RASTAN	22.99
CASINO GAMES	22.99	RESCUE MISSION	9.99
CHASE HQ	22.99	ROCKY	22.99
CYBORG HUNTER	19.99	SECRET COMMAND	11.99
DOUBLE DRAGON	22.99	SHINOBI	22.99
DYNAMITE DUX	22.99	SUPER MONACO G-PRIX	22.99
ENDURO RACER	9.99	SUPER TENNIS	9.99
F16 FIGHTER	14.99	TEDDY BOY	9.99
GAUNTLET	22.99	TENNIS ACE	22.99
GHOSTBUSTERS	22.99	TRANSBOT	9.99
GOLDEN AXE	22.99	ULTIMA 4	29.99
GOLFAMANIA	25.49	WONDERBOY	19.99
GREAT BASKETBALL	19.99	WONDERBOY 3	22.99
GREAT GOLF	19.99	WORLD SOCCER	19.99
IMPOSSIBLE MISSION	22.99	ZILLION 2	23.99

SEGA MASTER CONTROL STICK	14.99
SEGA MASTER HANDLE CONTROLLER (YOKE)	34.99
SEGA MASTER LIGHT PHASER GUN	29.99
SEGA MASTER LIGHT PHASER GUN WITH TRAP SHOOTING, MARKSMAN SHOOTING AND SAFARI HUNT	44.99
SEGA MASTER RAPID FIRE UNIT	7.99
SEGA MASTER SG COMMANDER CONTROL PAD	9.99

Joysticks, Mice etc.

UK Postage included, EEC add 10%, World add 25%.

Back Row (left to right)

Quickshot 123 15 pin analogue for IBM PC	12.99
Quickjoy M5 15 pin joystick for IBM PC	18.49
Quickjoy Superboard (ST, AMIGA ETC)	18.49
Quickjoy Jet Fighter (ST, AMIGA ETC)	14.99
Quickjoy Supercharger (ST, AMIGA ETC)	12.95

Front Row

Competition Pro Extra autofire (ST, AMIGA ETC)	12.49
Witty C400A1 IBM Serial Mouse plus software	32.99
Naksha Mouse and Mat For Amiga or ST	32.99
Konix Megablaster (ST, AMIGA ETC)	5.99

Amiga/ST Joysticks etc. not shown.

COMPETITION PRO 5000 BLACK	10.99
COMPETITION PRO 5000 MEAN GREEN	10.99
COMPETITION PRO 5000 RED/WHITE	9.99
COMPETITION PRO 5000 WHITE	10.99
COMPETITION PRO EXTRA COMBAT	12.99
COMPETITION PRO EXTRA GLO GREEN	12.99
COMPETITION PRO EXTRA GLO RED	12.99
EUROMAX PROFESSIONAL COMPETITION 9000	11.49
KONIX NAVIGATOR JOYSTICK AUTOFIRE	12.99
KONIX SPEEDKING JOYSTICK AUTOFIRE	11.99
QUICKJOY INFRA-RED JOYSTICK	33.99
MOUSE MAT (QUALITY SOFT MAT)	4.99
POPULOUS/FALCON LEAD (NULL MODEM CABLE)	8.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2, LEATHERNECKS, GAUNTLET 2 AND TV SPORTS BASKETBALL FITS PRINTER PORT)	7.99

IBM PC Joysticks etc. not shown.

CHAMP JS 606 IBM XT/AT ANALOG AUTO JOYSTICK	15.49
COMPETITION PRO PC STYLE (IBM)	12.99
DYNAMICS IBM GAMES CARD WITH TWIN JOYSTICK PORT INTERFACE (9 PIN)	19.99
EUROMAX IBM ANALOGUE 3001 JOYSTICK	12.99
KONIX AMSTRAD/IBM PC GAMES CARD WITH TWIN PORT INTERFACE	7.99
KONIX SPEEDKING IBM JOYSTICK	15.99
QUICKSHOT QS-120 DELUXE IBM GAMES CARD	15.99

OR JOIN EUROPES BIGGEST ADVENTURE CLUB

OFFICIAL SECRETS

FOR ADVENTURES AND ROLE PLAYING AND MORE

All the benefits of Special Reserve plus:

- **Confidential.**

Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role-playing games. Written by experts, *Confidential* has covered everything from How to Host a Murder to Which F16 Flight Simulator? Our agents, led by the Master Spy known as "The Boss Upstairs", seek out the secrets of RPG's, FRP's, MUG's, PBM's, Leisure Suit Larry, The Russians, Elvira..... and more.

- **Sim City or Corporation .**

Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.

Of *Corporation*, **ACE said:** "Probably the most influential game of this genre making this an essential addition to your collection. **Zero said:** If you liked Dungeon Master you'll lurve this.
Of *Sim City*, **ACE said:** "Sim City is a politician's - or a gamesplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth....". **C&VG said:** "Sim City is utterly fab"

- **Help-Line - to help you solve most games.**

Manned weekdays until 8pm and on Sundays (not an 0898 number)

- **Myth - exclusive to Official Secrets members.**

Written by Magnetic Scrolls, authors of Wonderland, *Myth* is a mini adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. *Myth* includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.
Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer *Myth*, it's that good!"
Myth Ratings: **CU 90%, Amiga Format 87%, TGM 85%, Crash 91%**

Official Secrets Annual UK Membership ***With 6 issues of Confidential, Myth, Corporation or Sim City, Help-Line + membership of Special Reserve.*** **29.99**
EEC membership £34.99. WORLD Membership £39.99.

SALES LINES 0279 600204

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

Name & Address _____

Post Code _____ Tel: _____

Computer _____ *5.25"/*3.5"/*3.0"/*TAPE

Payable to:

Special Reserve or Official Secrets
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve £6 UK, £8 EEC, £10 World or
Official Secrets £29.99 UK, £34.99 EEC, £39.99 World

Corporation and Myth ☐ or with Sim City and Myth ☐ RAZE6

PLEASE ENTER MEMBERSHIP FEE £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage.
Overseas orders must be paid by credit card.

£ _____

Credit card expiry date _____

*CHEQUE/*POSTAL ORDER/*ACCESS/*VISA

■ Yeah! Watch that outrageous crash over and over and over again.

TEST DRIVE III

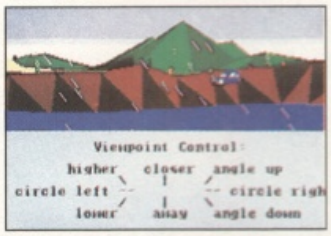
Now this is more like it! Have you ever wanted to drive a $185,000 car? Well you either need to marry into money, steal the car, rob a bank or easiest play *Test Drive III*. It may not be the real thing, but it's the closest you'll get without doing something immoral, illegal or irresponsible. Assuming that you're none of the above (unlike me) you'll want a look at this one.

More cars to drive, better courses to drive over and the best graphics yet in a driving game. A combination of digitised and filled polygon graphics makes it look good and still retain the essential speed. A possible challenger for *Hard Drivin'*? – hopefully, without the bugs.

PRODUCER: **ACCOLADE**
VERSIONS: **AMIGA (£24.99), ATARI ST (£24.99), IBM PC (£29.99)**
AVAILABLE: **DECEMBER, SPRING 1991, NOW**

ISHIDO

Subtitled the Way of the Stones, *Ishido* is a puzzling game in which you have to place 72 stones on a 96



■ Placing the pieces requires skill, judgement, careful planning and a bit of luck.

square board. The tricky part comes when you realise that there are specific rules as to where and how you put the stones.

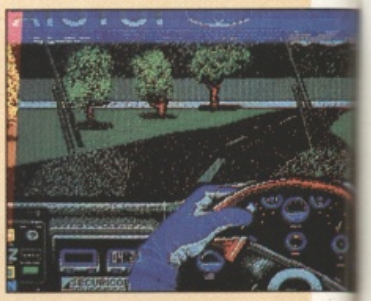
There are four variations on the game, each containing a different set of pretty stones. There's even the oracle of stones; based on the Chinese I-Ching, which you can consult to receive guidance on those mundane day to day problems of life. Like who's turn is it to make some coffee? (Julian's probably!)

PRODUCER: **ACCOLADE**
VERSIONS: **AMIGA (£24.99),IBM PC (£29.99)**
AVAILABLE: **NOW**

STRATEGO

MB Games' *Stratego* has been converted from board to computer. *Stratego* is a tactical battle game which can be played as a single combat or fully-fledged campaign. Five levels of computer opponents are available, ranging from the humble sergeant to all-powerful field marshal. There are also variations on the boardgame to accommodate most levels of play.

PRODUCER: **ACCOLADE**
VERSIONS: **AMIGA (£24.99), ATARI ST (£24.99), IBM PC (£29.99)**
AVAILABLE: **DECEMBER, DECEMBER, NOW**



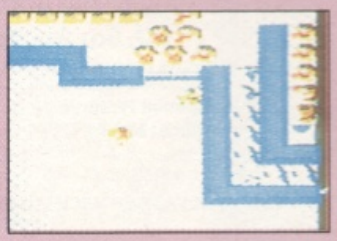
CELICA GT4 RALLY

Grab your map and compass and prepare for the race of your life. Join the champions in a racing simulation based on the Toyota Celica GT4. Gremlin claim this is to be the racing sim to end all racing sims (funny seeing as they also have two other racing sims of their own at the moment). Several courses to race around and many variables, including the weather and night time driving, to add to the excitement.

PRODUCER: **GREMLIN**
VERSIONS: **AMIGA (£24.99), ATARI ST (£24.99)**
AVAILABLE: **NOVEMBER**

MASTERFUL PRODUCTIONS

There's a plethora of Sega releases coming out over the next 12 months. Silvano Seagal takes a look at the developments from Techmagik and US Gold



■ Gauntlet looking a bit washed out on the Master System.

AND THAT'S MAGIC!

IDG, who are better known for their productions of Rainbow Arts, have recently set up a new label called Techmagik. The label has been formed to specifically handle new products being developed for the Sega Master System.

Coming out in the first quarter of 1991 are *Pac-Mania* and *Populous*, with *Shadow of the Beast* following in the last quarter of the year. Techmagik insist that the games *will not* be direct translations of the computer/arcade originals. *Populous* is being 'specially adapted for maximum gameplay on the Master System' (whatever that means) and *Pac-Mania* features secret rooms that weren't accessible on the coin-op or computer versions.

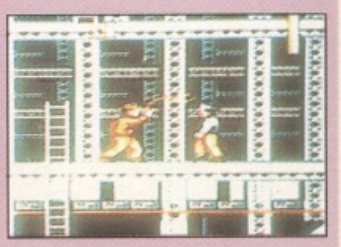
With the amount of UK software houses now developing for the Master System, it looks like owners of the old 8-bit machine have a great year ahead.

GOLDEN OLDIES

Following on from Techmagik's conversion of some old computer games, brings us nicely to US Gold's first foray into the realms of the Master System. They have four games lined up for release before Christmas with many more planned for 1991. The first four games may be *very* old, but at least the first two listed are worth getting.

The quartet are the classic arcade romp *Gauntlet*, the action exploration game, *Impossible Mission*, the film tie-in *Indiana Jones and the Last Crusade*, and the old Elite game *Paperboy*.

We'll be getting full reviews of them all next month when they'll be available for £29.99.



■ He's back and this time he's brought his Master System conversion.

UN SQUADRON

The Middle East is about to explode into violence (sounds familiar) thanks to the untimely intervention of unscrupulous arms dealers. Only the United Nations forces can stop a terrible war. The special UN tactics team are sent in undercover to blast those arms dealers before they can cause any trouble. You get a choice of three aircraft to fly on your mission and as usual there's a simultaneous two-player option.

PRODUCER: **US GOLD**
VERSIONS: **AMIGA (£19.99), ATARI ST (£19.99)**
AVAILABLE: **NOVEMBER**

ATF II

Digital Integration don't exactly pour out games, but when they do they're usually excellent. *ATF* was a classic strategy/simulation/shoot-'em-up game and *ATF II* looks to be just as good. The graphics are even better than before and the game should contain a lot more strategy. The original was a bit boring because there was nothing to do.

PRODUCER: **DIGITAL INTEGRATION**
VERSIONS: **AMIGA (£24.99), ATARI ST (£24.99), IBM PC (£24.99)**
AVAILABLE: **NOVEMBER**

THE BALL IS BACK!

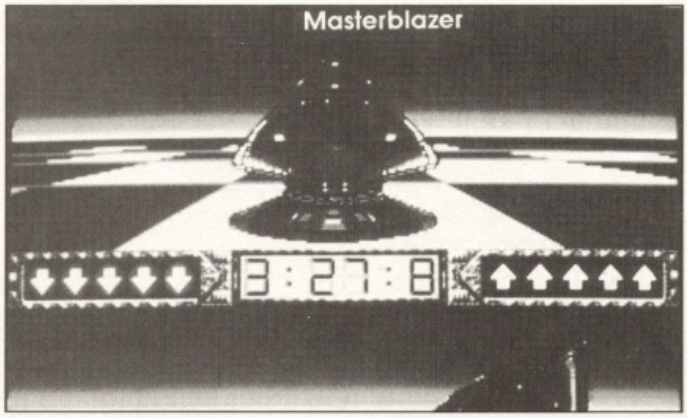
Those of you whose first memory of computers starts before 16-bits may remember an old game on the Atari 400/800XL called *Ballblazer*. After a year on release, in 1985 the game was successfully converted to the Commodore 64 and Spectrum. While not a complex game, it was fast and playable, and gained quite a cult following at the time. And now the ball is back...

The 16-bit computer versions of *Ballblazer*, retitled *Masterblazer*, are expected this November from Rainbow Arts, with cooperation from the original designers Lucasfilm.

The futuristic sports game takes place over a massive checked play area. Each player has their own ship which must push the ball through their opponent's goalposts. The simultaneous action is achieved with a horizontally split screen, showing both players' crafts, their goals scored and the elapsed time. The game has been totally reworked for the 16-bit computers, with two types of games (with several modes in each), eight-player tournaments and a crazy sound generation routine which ensures you never listen to the same piece of music twice.

The release is proudly described by Rainbow Arts as being "So hot, it'll burn your joystick". You have been warned!

PRODUCER: **RAINBOW ARTS**
VERSIONS: **AMIGA (£24.99), ATARI ST (£24.99), IBM PC (£24.99)**
AVAILABLE: **NOVEMBER**



As slippery as an eel in a sandbag...

■ All of this could be within your television set (spooky)...

ALTERED DESTINY

Poor old PJ Barrett has not had a good day! There he was, settled down for a nice night watching TV, when all of a sudden he finds himself sucked inside his TV. There he discovers a strange world which is on the brink of disaster.

The world within the TV is in danger of being destroyed and PJ has the task of righting things. If he doesn't he'll be unable to return to his own world, and will die when the world goes boom!

Altered Destiny is a graphic adventure which was written with the AGAE (Accolade Graphic Adventure Engine). Its features include a 1500-word parser and 90 animated pictures to illuminate your monitor.

PRODUCER: **ACCOLADE**
VERSIONS: **AMIGA (£24.99), IBM PC (£29.99)**
AVAILABLE: **NOVEMBER**

PREVIEW POSTSCRIPT

★ The strategy game *Secret Weapons of the Luftwaffe* is flying in from SSI/US Gold this month. Paul Rigby will be bringing you an exclusive review of this stonker next month. It's available in November for £24.99 on the Amiga, Atari ST and IBM PC.

★ Get roleplaying in January 1991 when US Gold unleash *Shadow Sorcerer* on the Amiga, Atari ST and IBM PC.

★ *Rotator* from Rainbow Arts is out now on the Amiga, Atari ST and IBM PC for £19.99. The release claims to be the first game that rotates coloured pictures in realtime. The high speed strategy action romp contains 32 levels featuring digitized speech and 11 super soundtracks (six of which run during the game).

■ A neat little game using some innovative pixel rotating routines.

★ *MUDS* (Mean Ugly Dirty Sport) is probably the roughest sports game you're ever likely to play. The futuristic sport pits two teams of five players against each other in a battle to the death. The extensive managerial features of the game include supervision of finances, team tactics and selection, and even hotel arrangements (bidet or no bidet?). The idea of the game is to place the frisbee in the bucket, whilst avoiding tackles, biting and full-blown fights from your opponents. *MUDS* should be out now on Amiga, Atari ST and IBM PC at £24.99.

■ Looks like a muddy fate awaits the next competitor in MUDS. Well, which is it to be, English, Dutch or French. 1992, eh, who needs it?

BLACK MOON COMPUTERS

Amiga

AMIGA 500
399.95
SCREEN GEMS

+ BLACK MOON PACK
512K RAM, 1 MEGABYTE DISK DRIVE, TV MODULATOR, MOUSE, MANUALS & TUTORIAL DISK, KICKSTART 1.3, WORKBENCH 1.3, BACK TO THE FUTURE II, DAYS OF THUNDER, SHADOW OF THE BEAST II, NIGHT BREED, DELUXE PAINT II, DISK BOX, MOUSE MAT, DUST COVER, 10 BLANK DISKS AND TWO SUPERB JOYSTICKS.

349.95

AMIGA 500, KICKSTART 1.3, WORKBENCH 1.3, MANUALS & TUTORIAL, MOUSE, MODULATOR.

BLACK MOON COMPUTER CLUB

The prestigious members only club for computer software, blank media and peripherals. What you get:

Free membership card exclusive to you.

Free updates on all new releases.

Free advice and helpline.

No obligation to buy. (Unlike other clubs)

Big Big discounts. Look at these examples.

Robocop II	**16.99**
Kick off II	**12.99**
F19 stealth fighter	**19.99**
Days of thunder	**19.99**
Midnight resistance	**16.99**
Night breed	**16.99**

Annual membership £5.00
MEMBERS ONLY

AMIGA 500
399.95
FLIGHT OF FANTASY

+ BLACK MOON PACK
512K RAM, 1 MEGABYTE DISK DRIVE, TV MODULATOR, MOUSE, MANUALS & TUTORIAL DISK, KICKSTART 1.3, WORKBENCH 1.3, F29 RETALIATOR, RAINBOW ISLANDS, E.F.T.P.O.T.R.M. DELUXE PAINT II, DISK BOX, MOUSE MAT, DUST COVER, 10 BLANK DISKS AND TWO SUPERB JOYSTICKS.

CM 8833 COLOUR, STEREO MONITOR	249.95
1 MEGABYTE d.s. EXTERNAL DRIVE	69.95
512k MEMORY EXPANSION + CLOCK	49.95
COMMODORE GS GAMES CONSOLE	99.95
SEGA MEGADRIVE	189.95

All our hardware comes with 1 years GUARANTEE and FREE delivery

AMIGA 500
599.95
CLASS OF 90 1st STEPS

+ BLACK MOON PACK
AMIGA 500, MOUSE MODULATOR, MANUALS, A501 MEMORY EXPANSION, PRO WRITE 2.5, D PAINT II, D PRINT II, INFO FILE, LOGO, MUSIC MOUSE, TALKING TURTLE, BBC EMULATOR, BOX OF 10 DISKS, MOUSE MAT, RESOURSE FILE, INTRO VIDEO, LET'S SPELL AT HOME, DUST COVER AND TWO SUPERB JOYSTICKS.

3.5 40 holder with 10 3.5 d.s.d.d	11.99
3.5 40 holder with 20 3.5 d.s.d.d	15.99
3.5 40 holder with 40 3.5 d.s.d.d	27.99
3.5 80 holder with 10 3.5 d.s.d.d	13.99
3.5 80 holder with 40 3.5 d.s.d.d	29.99
3.5 80 holder with 80 3.5 d.s.d.d	49.99
Cheetha 125	7.99
Cheetha starprobe	14.99
Pro 5000 extra	14.99
Konix navigator	14.99
Replacement mouse	29.95

AMIGA A590
399.95
HARD DRIVE

+ BLACK MOON PACK
20 MEGABYTE HARD DRIVE WITH 2 MEGABYTE UNPOPULATED BOARD, DISK BOX, MOUSE MAT AND DUST COVER FOR AMIGA 500, SPRITZE, COMIC SETTER, FANTAVISION

Atari

ATARI LYNX HANDHELD CONSOLE

Colour handheld Console
•
High definition graphics
•
Multi-player Capability
•
CommS link cable
•
4 Channel Sound
•
Power Adaptor
•
California Games
•
Pallette of 4096 Colours
•
Cartridges to 8 megabyte

179.95

LYNX GAMES
Gauntlet
Electrocop
Gates of Zendocon
Chips
Blue Lightning
Zarlour
Mercenary
Xenophobe
Paperboy
Slime World
Road blaster
Klax

ATARI 520 STFM DISCOVERY PACK

512K 16 bit Computer
Pallette of 512 colours
16 on screen
2 Joystick ports
Midi ports
Printer ports
GEM operating system
complete with:-

BLACK MOON PACK

STOS
Neochrome
First basic
St tour
Carrier Command
Outrun
Space harrier
Bomb jack
Disk box
Mouse mat
Dust cover
10 blank disks
2 superb joysticks

299.95

CM 8833 Colour stereo monitor 249.95
1 megabyte D.S. external drive 79.95
SM12L monochrome monitor 99.95
Megafile 30 hard drive 499.99
Megafile 60 hard drive 689.99
Sega megadrive 189.95

ATARI 520 STE TURBO PACK

512K 16 bit Computer
Pallette of 4096 colours
16 on screen
Upgradable to 2 meg
Stereo sound
Hardware Scrolling
Genlock Capability
Blitter chip fitted
Analogue Joystick port
complete with:-

BLACK MOON PACK

STOS
Basic, Music Maker II
Hyperpaint II
Indiana Jones
Impossible Mission II
Human Killing machine
Super cycle, Outrun
Dragons breath, Anarchy
Bloodmoney, Disk box,
Mouse mat, Dust cover,
10 blank disks
2 superb joysticks

399.95

3.5 40 holder with 10 3.5 d.s.d.d 11.99
3.5 40 holder with 20 3.5 d.s.d.d 15.99
3.5 40 holder with 40 3.5 d.s.d.d 27.99
3.5 80 holder with 10 3.5 d.s.d.d 13.99
3.5 80 holder with 40 3.5 d.s.d.d 29.99
3.5 80 holder with 80 3.5 d.s.d.d 49.99
Cheetha 125 ..... 7.99
Cheetha starprobe 14.99
Pro 5000 extra 14.99
Konix navigator 14.99
Replacement mouse 29.95

ATARI 1040 STE EXTRA PACK

1 Megabyte 16 bit Computer
Pallette of 4096 colours
16 on screen
Upgradable to 4 meg
Stereo sound
Hardware Scrolling
Genlock Capability
Blitter chip fitted
Analogue Joystick port
complete with:-

BLACK MOON PACK

ST Word
ST Calc
ST Base
S.T.A.C.
Hyperpaint
First Basic
Prince
Disk box, Mouse mat,
Dust cover, 10 blank disks,
2 superb joysticks

499.95

All our hardware comes with 1 years GUARANTEE and FREE delivery

36A Osborne Street, Colchester, Essex. CO2 7DB

PHONE (0206) 560638

Access
BARCLAYCARD VISA

CHEQUES AND POSTAL ORDERS PAYABLE TO BLACK MOON. POST AND PACKING FREE IN UK. Overseas charged at cost. Subject to availability and price change without notice. Some titles may not be released at time of going to press. Shop prices may vary, but personal callers can claim advertised discounts on production of cut-off slip. All prices include VAT.

TITLE	COMP	PRICE
	TOTAL £	

RAZE DEC

Name _____
Address _____
_____
_____
_____
Tel No. _____
Have you ordered from us before (yes/no) _____

COWABUNGA!

GO TURTLEY MAD THIS CHRISTMAS!

THE PVC HOTLINE IS WAITING FOR YOUR CALL!

The Teenage Mutant Hero Turtles are this year's heroes of the people. Forget Stallone, forget Schwarzenegger, they're wimps compared to the Turtles. This month we're giving away a complete turtle kit. Yup, it's true. By answering the three questions below, you could win yourself:

- ★ **A NINTENDO ENTERTAINMENT SYSTEM + SUPER MARIO BROS CART!**
- ★ **A TEENAGE MUTANT HERO TURTLES CART!**
- ★ **FIVE RUNNERS-UP PRIZES OF PIZZA SLICES!**

Your Personal Voucher Card, stuck to the front of last issue, is your passport to not only scrumptious pizzas, but also equally scrumptious competition prizes and special offers that'll appear in the next few issues of RAZE. Just quote your PVC number in the return coupon and you're in with a chance. What's more, look at the RAZE CRAVE pages for very special price-tumbling discount on consoles and games. Your PVC is the key to total games action.

All entries must be received by November 30th. Any later and they'll be mixed in a Ham and Pineapple pizza, shoved in an oven, and eaten by Jools.

QUESTIONS

1. What colour head-band does Michaelangelo wear?

A Orange
B Red
C Blue

2. Within ten, how many 9-inch pizzas can Julian Boardman eat in an hour?

A 5
B 50
C 500

3. Dial 0898 555080 and listen to the question being read over the phone. Answer the cryptic conundrum correctly (try saying that after a swift six-pack!) and tick the correct box on the coupon opposite.

For the most nourishing competitions around, stick with your Salmon and Anchovies Deep Pan issue of RAZE – the only mag with extra topping!

The Nintendo Entertainment System (NES), known affectionately in the RAZE offices as Nessy, is the most popular console in the whole wide world. According to Nintendo, one in four American homes has one. The popularity is not just attributed to Nintendo's immense marketing power and licensing agreements, but to the enormous playability of the games. *Super Mario Bros* – bundled free with every system – is the most widely played game throughout the world. Not bad for an 8-bit console...

THE TURTLES ARE HERE!

That was too easy guys. Just pop the tack in the post, I've won – I hope.

1.... A ☐ B ☐ C ☐

2.... A ☐ B ☐ C ☐

3.... A ☐ B ☐ C ☐

My PVC number is:

My favourite pizza toppings are*:

Name:

Address:

Postcode:

*If specified pizza is unavailable, a pizza of equal scrumptiousness will be supplied.

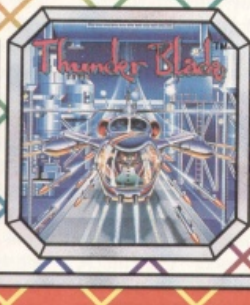
Pretty simple stuff! Just check all those answers one more time, stick the coupon on the back of an envelope and pop the lot in a takeaway pizza box addressed to:

RAZE, *Cowabunga Mr Postman!*,
Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

It's The MASTER MIX from SEGA™

SEGA™
MASTER MIX

SUPER WONDER BOY™
TURBO OUTRUN™
CRACK DOWN™
DYNAMITE DUX™
THUNDER BLADE™



U.S. GOLD®

SUPER WONDER BOY™
"The stuff that dreams are made of .Brilliant!"
Sinclair User.

SUPER WONDER BOY™
TURBO OUTRUN™
CRACK DOWN™
DYNAMITE DUX™
THUNDER BLADE™

TURBO OUTRUN™
"The speed you need and all thrills you want, come together in the most incredible driving game yet. An astonishing conversion which should not be missed" *C & VG C64.*

CRACKDOWN™
"A great conversion and an extremely playable game"
TGM C64

THUNDER BLADE™
"US Gold have succeeded in making Thunder Blade one of the most impressive conversions to date!"
ST ACTION

DYNAMITE DUX™
"A very appealing and cute beat - em - up with cartoony graphics."
Your Sinclair.

Available on
C64/128, Amstrad & Spectrum
Cassette and disk, Atari ST & Amiga

U.S. GOLD LTD. Units 2/3 Holford Way,
Holford, Birmingham B6 7AX. Tel: 021 625 3366

This compilation © 1990 Sega™. All rights reserved.
Sega™ is a trademark of Sega Enterprises Ltd.

SUPER WONDER BOY™ • TURBO OUTRUN™
CRACK DOWN™ • THUNDER BLADE™ • DYNAMITE DUX™

It's The MASTER MIX from SEGA™

SIGHTS ON CD

At the recent Consumer Electronics Show, roving and ranting reporter Paul Rigby grabbed a hold of two companies developing products for compact disc and heard their views on Commodore's delayed CDTV

While software companies are looking towards the CD as a future medium with an immense amount of excitement, they are also realistic as to the many drawbacks involved. So what are the pros and cons of CD? What of the CDTV? Is it a worthwhile system? What are the facts that lie behind the hype?

Interplay, designers of the *Bard's Tale* series, and Lucasfilm, creators of the latest form of interactive adventure, were all too eager to give RAZE readers their views and warn them not to expect too much. Interplay were the first to pipe up with their incisive comments: "It's too dear. Commodore need to lower the price point." Interplay stated that the $1,000/£799 price-point is the area where adults purchase major pieces of equipment for the home. Even a high quality video is nowhere near as expensive. Interplay counter that a $100/£100 price-point would be the trigger to mass-market CD. But that won't be for some time yet.

Lucasfilm, too, were rather sceptical, not about the price but about the tech spec. "I think they [Commodore] are the first people to have put the machine in the right place. Putting it next to the VCR and the TV set is exactly the right thing to do. All of these people who are trying to push computer interfaces onto this thing are putting it in the wrong place... It [the CD] is too slow, it is too small, it is too fragile and it is still too expensive. It would be fairly trivial, technologically speaking, to make something considerably bigger, faster and reliable. That doesn't seem likely to happen because everybody is stuck with this CD standard."

Lucasfilm went on to justify their sweeping statement of CD being 'fragile': "When they [CD manufacturers] started selling the audio disk they gave you the impression that you could fry an egg on it and beat it with a wire brush, polish it up and it'd be as good as new. It turns out that they're not. The area concealment on CD audio is particularly good. They do a good job of hiding data errors. When you are doing computer data, there is no place to hide. They're doing a lot of interleaving and the coding is very good. But the fact is, if you miss-handle it and give it to a kid to play with, the chances are you'll find unrecoverable data errors."

It is because of this fragility that computer CD manufacturers, on the PC and the Macintosh, have begun to introduce CD 'caddies' – used to carry the disks around. Apple have a cartridge that you use to carry the CD which also allows you to insert it into the machine. Commodore are in the middle of producing something similar.

"The CD standard should have said 'and all data disks will be in this carrier and all drives will accept it'. But Phillips didn't do that. So every drive maker is at liberty to make any kind of drive enclosure or none at all." As you can imagine, unless the

■ **Despite hopes of its release this year, Commodore have delayed the launch of their CDTV system till mid-1991.**

LUCASFILM ON CRUSADE

Lucasfilm have one of the best chances of making a significant mark in the new world of the CD. The mere fact that they have one of the most advanced film production units in the world, the same team that has produced Star Wars, Indiana Jones, Willow et al, must count for something.

Industrial Light & Magic have provided the special effects and Sprocket the wonderful sound management techniques for these movies. We saw Sprocket involved with the excellent audio tape/CD included in the recent *Loom* adventure release. If Lucasfilm's computer and film arms held hands we could be looking at the greatest film/game in history – well, it would sure be pretty good.

To get their compact disk R&D department up to full running speed Lucasfilm have been dabbling in a number of CD conversions of established games. I asked Lucasfilm what they were and how they have been enhanced. "We have a CD-ROM version of *Indiana Jones and the Last Crusade* for the FM Towns. We are also doing *Zak McKracken and the Alien Mindbenders* and *Loom* for that machine. They differ in a number of ways from the standard computer version. The use of colour is much richer. It is 8-bit colour (256 colours) instead of 4-bit colour (16 colours). Since we have the extra data, the sound effects are a lot better. We are also introducing soundtracks."

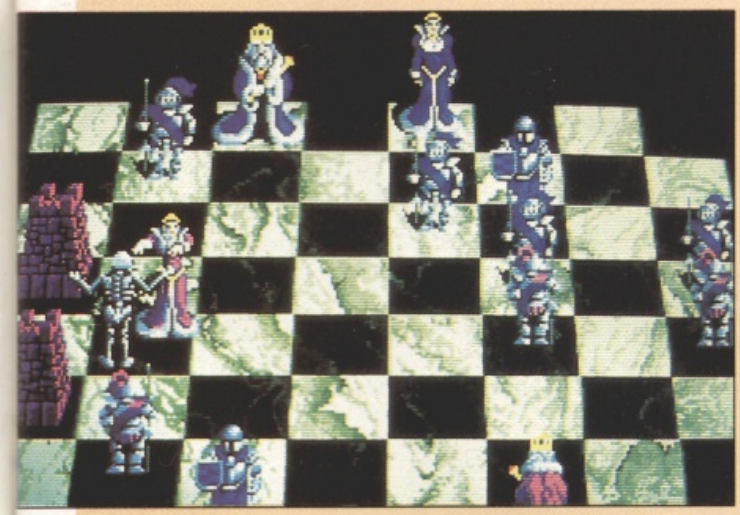
■ **Lucasfilm have a bevy of games just waiting to be converted to compact disk. Here's Indiana Jones and the Last Crusade on the FM Towns.**

CHESS WARS ON CD

I was fortunate to chat to Brian Fargo, the man behind Interplay's *Battle Chess*, at the recent CES. We sat in the Electronic Arts booth, or was it a telephone box? There was that little old lady knocking on the door saying she'd been waiting for ages and were we going to be long? Hmm... Anyway, in between telephone rings I offered Brian a toasted peanut and asked him about *Battle Chess* on CD. "It'll appear on IBM PC compact disk in VGA only, 256-colour mode. Each of the chess piece animations will take 2Mb of code."

Two megabytes for each animation! But that's not all. There's also a very interesting tutorial mode. This sequence will allow each chess piece to wander onto the screen and introduce itself. It then explains what moves it's allowed to make, each with digitised voice saying things like, 'Hi! I'm the King!'. Afterwards, the Queen strolls onscreen declaring that, 'I am the Queen... and I rule this board!' and so it goes on.

Other features include changing background music. The actual changes depend on how you are faring. For example, if you are playing well, the music will be light, happy and optimistic. The worse your situation the more dour the music becomes till eventually you will receive a rendition similar to the death march! Although this version is destined to make its debut on the PC CD-ROM, Fargo stated his wish to produce it for Commodore's CDTV, although the resolution would be lowered and the colours reduced from 256 to 32.



software producer knows specifically what drive is going to be playing his product he can't package the caddy as part of his disk so the disk is at risk of being damaged.

ALIVE AND KICKING!

It is a little recognised fact that Commodore's CDTV does not incorporate Full Motion Video (FMV). FMV allows you to have an all-singing, all-dancing multi-media machine with smooth animation of 'live' film. I asked both companies whether this would be a distinct disadvantage, or would the particular games designed for the CDTV (that incorporated more interaction instead of the user just lying back and watching the action) make up for this deficiency? "It is a bad thing," commented Brian Fargo (of Interplay). "My wife doesn't like the type of games I design. They don't appeal to her. FMV *would* appeal. She doesn't get too excited by computer graphics but she does get excited by TV-quality pictures."

"Given the type of audiences we're delivering this stuff to", said Lucasfilm, "I would imagine mom will look at this and wonder why it isn't like her television show. Once you start giving people that expectation you have to deliver on it, otherwise the buyer becomes disappointed."

Although both companies did recognise that if the program was of a particular design, people may not notice that it isn't video. It is those programs that try hard to look like video and aren't that will create the most disappointment. Software houses beware! Lucasfilm continue: "Probably the most difficult thing to simulate is the human face. The better the face simulation, the harder it gets because people will recognise it and see all of the flaws in it instantly. Whereas, if you put two dots and a half circle, people say, 'That's a face!'. They won't have any problem with that at all."

It appears that many people have the wrong idea as far as machines like the CDTV are concerned. The danger is that certain software developers may have a rather naive attitude as far as CD-ROM's possibilities are concerned. For example, producing a one second image 1000 pixels by 1000 pixels in 24-bit colour would require the total amount of memory available on one CD! CD is also very slow. Fine for audio, but disastrous as far as data access is concerned. In video terms, a CD can produce about 6K per frame which is not very much, compression techniques are a possibility but not the answer. In fact, compress data too much and you'll delay the program even more as it waits for decompression. The limits of CD should not promote doom and gloom. It is a wonderful medium with exciting possibilities. However, potential buyers and, more importantly, software developers, should be aware of its limitations. We should all lower our sights and our expectations somewhat. You look around and everyone is getting rather too carried away by the hype. What more excuse do you need, therefore, than to stay close to RAZE and learn the real facts behind the new technology.

COMPACT STORIES

● Anyone remember laserdiscs? *Dragon's Lair* brought the medium to the arcades, but faded due to the units being unreliable. Lucasfilm, however, have an educational project on laserdisc they have had in use for some time. Developed with the aid of Apple computers, the project is called GTV and is a US history program used in colleges.

● Psygnosis are planning to convert several of their major hits to CDTV, including *Shadow of the Beast II* reviewed last month. Expect the enhancements to be in the audio visual departments.

● Sony have managed to squeeze 80 minutes of audio data on a three-inch CD. Currently three-inch CDs hold around 25 minutes of audio. The breakthrough has been possible by using a narrower laser beam to read the pits. Naturally the pits have to be written closer together in the first place. Again this is achieved with a narrower-than-normal write laser. Unfortunately the system is not compatible with existing playback equipment.

● Imagine saving your holiday photos on read/write CD and viewing the results on a TV. The Photo CD, compatible with the Philips CD-I, from Eastman Kodak company makes this dream possible. The camera will use gold coloured read/write CDs for capturing your snaps. Read about it now, see it in 1992.

● FM Towns owners will be pleased to know of a wealth of new titles recently introduced: *Galaxy Force II*, *TDF* (Terrestrial Defence Force), *Ultima Trilogy*, *Indiana Jones and the Last Crusade* (graphic adventure), *Manhole*, *Eight Lakes Golf Course*, *Bubble Bobble*, *Dragon Slayer*, *Final Blow*, *Operation Wolf*, *Populous*, *Reinforcer*.

● It's been a long wait, but at last the cute and colourful follow up to *Bubble Bobble*, *Rainbow Islands*, is out on CD-ROM for the PC Engine. The cartridge version has been out for around three months – although good, it doesn't come close to the CD-ROM version which boasts coin-op graphics and enhanced sound track. Also out now on CD-ROM for the Engine are *Legion*, *Jack Nicklaus Golf* and *Cyber City Oedo 808*.

entertainment USA

Mayhem abounds as Marshal Milkmaid Rosenthal ends up in limbo land

It's kinda limbo-time here in the States, as summer ends and fall starts to kick in with all its frenzy. No rhyme or reason now, let's just move about and see what's new.

Much has been happening on the Amiga over the summer, and Street Rod will help ease you back to school. This is a fully-fledged point 'n' click graphic simulation of the Fifties, and the all-important ritual of cruisin', racin' and hanging out. You've some bread in your pocket, and a so-so used car to customise. Take it to the garage and put in a new engine, or go for a snazzy paint job. Then take her out on the road and challenge others to a race at the local burger joint. Winning's a good way to pick up a few bucks and build your reputation. There's music from the period playing in the background, with a whole world to live in and – being most important – drive in.

Game Boy is one busy little fella at the moment, with a whole passel of games in the development stage. Two hot ones coming your way soon are Quarth and Skate or Die: Bad 'n' Rad from Konami.

Quarth is sorta like Tetris with a twist. Rather than setting up blocks that fall to the ground into patterns, you have falling outlines. Your job is to fire blocks up and form a concrete shape that encloses the outline, which then obliterates it completely. Sounds easy, but keep in mind that outlines are being created even as one is starting to fill up – and altering a shape sometimes causes more problems by creating more outlines. Levels increase in difficulty and speed, which sometimes makes a nimble firing finger more of a liability than an asset.

Skate or Die: Bad 'n' Rad is so tough as to be annoying, painful, aggravating and absolutely great all at the same time. Five levels are accessible from the title screen, and a further three on completion of the fifth level. The game concept is pretty old, with the original version coming out over two years ago, but the skateboarding action is still very fast. There's all the content of the computer versions, with falling flower pots, rats on the road, and guys tossing knives amongst other obstructions. Levels go either vertically or horizontally and there's a time limit on each.

Animation is first-rate, and nimble fingers are all that separates you from the wimps – or the tubular pipes, potholes and electrified grills. My favourite: the self-propelled steam roller in the fifth level. Second place is the fisherman who can grab you with his hook as you go under a bridge.

George Washington started life as a lumberjack...

LIGHT 'EM UP

Sometimes a product is so simple that it gets lost in the shuffle. Take a 4x magnifier, install two penlight batteries and light source, the result is Light Boy. Just slide it on the Game Boy and headaches are a thing of the past. Lightweight, cheap and very useful. You can get the Light Boy from Vic Tokai Inc, 22904 Lockness Avenue Torrance, California 90501 for US$29.95 (excluding p+p).

NES ON FILM

Everyone knows that a good film tie-in is guaranteed to add tens of thousands onto sales figures. The problem with cartridge-based units is that the physical turnaround of the units usually takes too long, and the impact is lost with a late release. Of course, the key to multi-media impact is working well ahead. The producers of the NES version of Total Recall, Interplay, have almost managed to coincide the release of their game with the film's.

■ **Street Rod is a fully fledged Fifties simulation in which you must race around town in a customised car. Burning off other cars is oneway of earning dosh to support your other habit: burgers.**

■ The Hunt for Red October is another film tie-in due out on the NES later this year. A Game Boy version is also in the offing, but expect that next year.

Total Recall delivers a heavy dose of deja vu from the film, coupled with a few surprises and superior graphics and gameplay. You start on the city street, a street filled with muggers out to get you. You must get out of there and to your apartment, which ain't easy as there's security guards, bombs dropping and other debris in the way. There's a bad dude on your tail, so there's no time to waste.

When you get home, another shock awaits you. It transpires that you may not be quite who you thought you were – and your wife certainly isn't. Instead of fixing the dinner, like an obedient wife should, she's waiting to kick the living daylights out of you.

Providing you make it out alive, a whole series of events directly from the film make up future stages. For example, trying to get through the x-ray station in the subway is cool, as all is seen as 'hip bones connected to the shin bone'.

The best place to go for a free cup of tea is Boston Harbour – local residents emptied hundreds of chests of tea into the sea in 1773.

Arnie can punch as well as shoot (providing a weapon is around), jump and generally move about as expected. Energy canisters avail themselves when a baddie is wacked off, and the background graphics are very well done. The pseudo "non-violence" that is Nintendo is evident; people who are shot fall down and stay down rather than twinkling off into thin air.

What else is working cinemawise? The Hunt for Red October is also being geared up for release at Christmas on the NES, with the Game Boy version following in early 1991. You command the renegade submarine in its dash for freedom to the West. As in the film, you must avoid not only the Soviet Air Force and Navy but' American forces as well – using ECM (electronic counter measures) defences, or the more potent and aggressive missiles and torpedos. There's also a 'wild card' to deal with, but now I'm giving the game away.

TURBO CHARGED

Now that the TurboGrafx-16 (PC Engine in the UK) is cranking into high gear in the States, we're starting to get original software from our boys here instead of just English-language conversions from Japan. Plus, they're coming on CD-ROM.

Icom Simulations joins Cinemaware in this arena, with two titles slated to appear before 1991 gets too far along – both created expressly for NEC's game console. You compete against the master of detection himself in Sherlock Holmes: Consulting Detective, as he challenges you to solve one of three mysteries in London. The game consists of digitised images of live actors, rather than traditional computer-generated graphics.

Camp California, a sports/adventure title, uses colourful cartoon-style animation, combined with music from the Beach Boys (CD-quality sound, dudes!). Take four fun-loving bears, the active 'surf and sun' lifestyle, and mix with four arcade games, each having a series of levels to complete. Which is only fair as the CD can store the equivalent of 2,000 standard game cards. Plus, there's an added dividend: CD-ROM is compatible with European players, none of those US/Japanese pin configurations to get upset about. Both should be available in early '91.

■ With the Light Boy you can play the Game Boy in the dark. Now that has got to be useful!

We end with the Atari ST – so dead in the water here in the States as to be almost in the Twilight Zone. Very little game software is being produced, it's mostly productivity. Falling a bit between the two is The Cartographer, a package designed to help Dungeon Master and Chaos Strikes Back fans. The Cartographer 'hooks' into the programs (via the save disk), and can print out maps of all the areas being played. Even better, it can actually adapt the gaming area so as to make areas death-proof and walls permeable. Doors can be changed, there's a listing of the various spells that can be cast – even a slideshow feature to view the portraits of characters found in Chaos. Useful? You bet.

WRISTY BUSINESS

Tired of that boring watch that only tells the time? Get with it! US-based Tiger Electronics' new LCD Video Game Watches come with much more than just alsrm and time functions. These watches play great games.

They strap to the wrist and are easy to operate with a combination of tabs located on the front and side. There's Ninja Gaiden, Batman, Double Dragon, Simon's Quest (Castlevania II), Robocop, Wrestlemania Challenge and Dick Tracy. Up for grabs are five stunning Dick Tracy watches based on the cult movie. Be the first on your block to sport one of these fabulous watches. All you need do is name the famous female pop star who played alongside Warren Beaty in Dick Tracy.

Send your answer on the back of a postcard or stuck down envelope to Wristy Business Compo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. All entries must be in by November30th.

RELEASE RUNDOWN

AMIGA

Street Rod – driving simulator. Practise being cool and hanging out with the lads in the Fifties.

ATARI ST

The Cartographer – RPG utility. Print and adjust your own surroundings in Dungeon Master and Chaos Strikes Back.

GAME BOY

Quarth – puzzle game. Giving Tetris a run for its money...

Skate or Die: Bad 'n' Rad – arcade skateboarding. Call Rodney a plonker and you'll not get anywhere.

NINTENDO ENTERTAINMENT SYSTEM

Total Recall – arcade action. Multi-level action from Acclaim, with a superb range of graphics helping the accurate translation of the film to console.

The Hunt for Red October – arcade strategy. Jump in the submarine of the film and guide it past Russian and American ships to safety in the US.

PC ENGINE

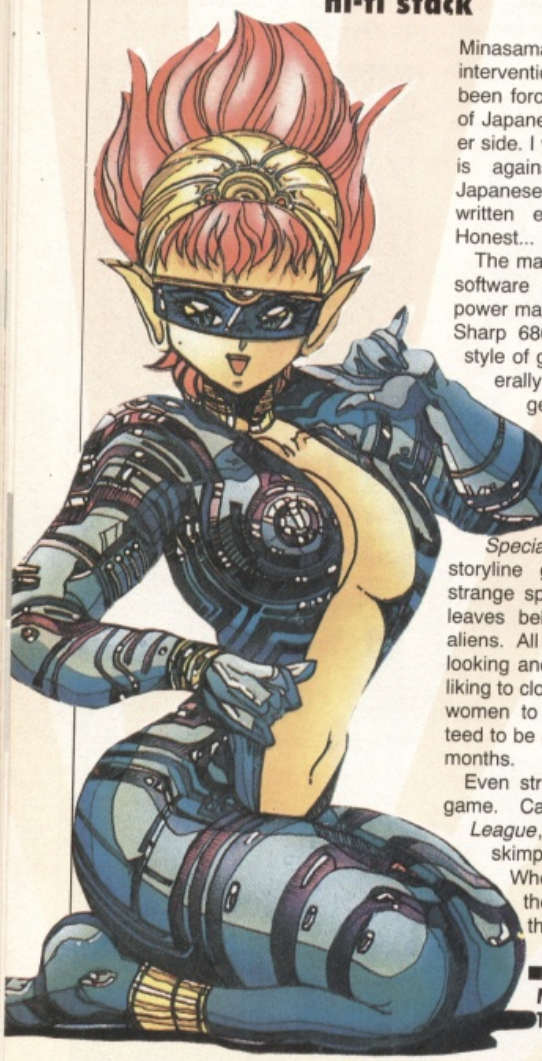
Camp California – sporting adventure. Ride the surf, soak up the sun and wipe off the sand in Icom's first CD-ROM game. Featuring a Beach Boys soundtrack on CD!

Sherlock Holmes: Consulting Detective – adventure. Three mysteries to be solved as Holmes challenges you to play Sherlock. A CD-ROM game packed with atmosphere.

A bald head is soon shaven.

BIG IN

Despite Shintaro Kanaoya's obsessive passion for karaoke, king prawn fried rice and marinated saki, we managed to get our man in Japan off the mic and intravenous drip long enough for him to tells us what's happening in the land of the rising hi-fi stack



Minasama Yokoso. Due to divine intervention' (ie, the Ed), I have been forced to do a brief run down of Japanese software – the steamier side. I would like to state that this is against my no-sexism-we're-Japanese approach to life, and is written entirely against my will. Honest...

The majority of sexist exploitation software is available mostly on power machines like the FM Towns, Sharp 68000 and VGA PCs. The style of game sexist software generally infests is the role-playing genre. Hardly surprising when you consider RPGs are the most popular game in Japan. Here's an example: *Twilight Zone (The Special Edition)*. The so-called storyline goes thus: in 19XX a strange spaceship visits Earth and leaves behind some very curious aliens. All are female, all human-looking and all have a peculiar disliking to clothes. There are 108 alien women to bed, so you're guaranteed to be playing this one for many months.

Even stranger is a sex baseball game. Called *Doki Doki Card League*, the game features eight skimpily-clad female players. When a woman swipes for the ball it's not only the bat that swings.

None of these games reach the sophistication of products like *Hollywood Poker* which use digitised images of real women. Japanese smutt almost always consists of cartoon graphics – regardless of how explicit the material.

Apart from RPGs, the second most abundant place for raunchy pixels to hang out is in Mah Jong games. Nowadays you can't walk into an arcade in Japan without seeing a whole row of Strip Mah Jong machines. It's essentially the same as Strip Poker. The irony is that most players tend to play the machines for the game and not the pornographic pictures. That's my story and I'm sticking to it. Strip Mah Jong games have appeared on the PC Engine. These are essentially the same as the arcade versions except you get to play in the the peace (and privacy) of your own home.

Japan is very loose about sex. TV is fraught with it. Comics are plastered in the stuff. Forget Howard Chaykin's Black Kiss (for those of you who read comics). Japanese comics are more in line with explicit French offerings. However, while the Frenh ones tend to be more erotic than pornographic, the Japanese ones are downright sick. One infamous title is Rape Man (rumoured to be making an appearance on computer and possibly console format in the future – however, probably only in Japan).

That's enough of that for one month.

MOSTLY MARIO

On to the ever increasingly interesting world of Nintendo. This month I'm focusing on the soon-to-be-released Super Famicom, or at least the software that's been promised.

From Capcom there's *Chó Makaimura*, which roughly translates to Super Ghosts 'n' Ghouls. It's an unashamed extention to *Ghouls 'n' Ghosts*; you're still play knight Arthur and you still have to rescue a princess – that's about it really.The graphics and sound are almost

GAME

It's official! The Sega hand held, the Game Gear, is now available with optional UHF/VHF TV tuner. The tuner has a video-in socket which means you can display images from a video or even another console on the Game Gear's 3.5-inch LCD screen. The screen, incidentally, is bigger than the Game Boy's, but smaller than the Lynx's.

If you like your Total Recall's and your Die Hard 2's on a screen no bigger than half the size of your average photograph, you should go for the Gear. Me, I think I prefer seeing big. Anyway, you may be able to carry your monitor around, but how are you going to put a video in your pocket. I already carry something large in my trousers: and it's not my pay cheque.

The Game Gear looks very

The eight-way directional controller typical of most consoles

A backlit 3.5-inch LCD screen displays the colourful images

■ A selection of screens from some of the smuttier software available in Japan. Most of the seedy titles are available on CD-ROM for the likes of the FM Towns, although the PC Engine has a couple of titilating titles.

JAPAN

arcade perfect.

Another Famicom title which purports to be very close to the original coin-op is *Final Fight.*

Buy the Famicom when it comes out. Lock yourself in with a few games like the all new *Dungeon Master, Nemesis 3, Super Mario 4, Big Run* (a Paris/Dakar rally game), *Darius II* and *R-Type 2,* and I shall see you at the end of the millenium. These games are going to blow your mind. Dream it and the Famicom will do it!

Back to Earth for a moment and on to what's happening on the Game Boy.

Duck Tales, based on the Disney cartoon, has you as scrooge McDuck looking for the world's treasures.Then there's *Chase HQ, Gremlins 2, Bubble Bobble, Wrestling* and even *Pacman*.

Oh by the way, this Game Boy four-player adaptor thing. It comes out in November for £12 and simply enables you to connect four GBs together (rather than two). This is obviously due to competition from other hand helds which all allow up to eight people to play simultaneously. This adaptor's all very well, but where's the software to support it?

GEAR

promising. Roughly £80 (expect the price to double if it ever officially makes it to the UK), 570g in weight, 32 colours on screen from a palette of 4096.

It can take up to eight players (news about the Game Boy's 4 player adaptor later) and lasts three hours on six batteries. As well as the aforementioned TV tuner, the Gear can be supplied with a mains adaptor, a car lighter adaptor, extra battery pack and the connecting cable to other machines.

And the games? Well there are quite a few of them. One of the first is an arcade and Mega Drive conversion: *Super Monaco GP* (reviewed last issue). Other Gear games include a *Tetris*-like game called *Columns*, the classic Sega game *Pongo*, *Wonder Boy* and *G-LOC.*

With the optional TV tuner you can receive colour pictures on the Game Gear's tiny LCD screen

The start button serves two functions: starting a game and pausing it

Two fire buttons, marked simply 1 and 2, as standard on virtually all hand-held game consoles released so far

Sound comes out the tiny speaker here. A socket at the back provides stereo output via earphones

MAIN MEGA MACHINE

On the real Sega, the Mega Drive, there's the combat game named after my favourite ex-physics teacher, *Fatman*.The idea is simply to beat lots of very strange opponents.

Then there's *Samé! Samé! Samé!* which means Shark! Shark! Shark!

■ **One of the many moves at your disposal in the Mega Drive beat-'em-up *Fatman.***

And also *AXIS*, a diagonally-scrolling robot search and destroy game.

Coming soon are *Darius II* and *Hard Drivin'*.

MUTANT NINJA ENGINES

And now that old faithful, the PC Engine.

There's a cute arcade adventure called *Peach Boy*. I've mentioned this one before, but having finally seen it I just had to tell all. You think Margaret Thatcher's cute (well okay you don't), *Peach Boy* is far cuter. If you don't like cute games, treat this like Sadam Hussein's publicity campaign.

More civilised is the much mentioned *JB Harold Murder Club*. It is a menu driven adventure game with the obligatory list of suspects, clues and so on. With the flick of a button the whole thing toggles between English and Japanese. Considerate, aren' t they?

Talking of strip Mah Jong, as we were earlier, there's *Mah Jong Fairytale*. Lots of healthy eager women to play against. However, none of them take any clothing off. All perverts steer well clear. No change from the arcade version (apart from the cabinet).

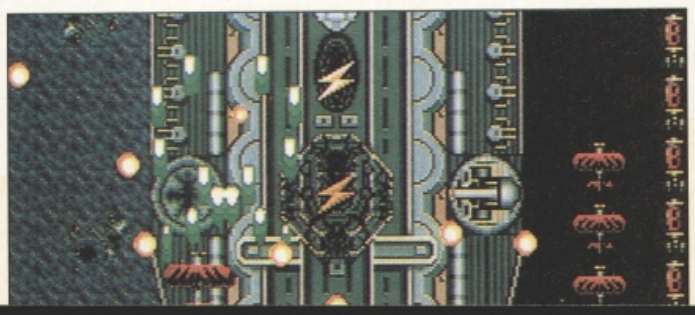
Also released this month are countless shoot-'em-ups that I'm not even going to attempt to list.

However, there are a few sports games which are worth a mention. The Golden Bear Jack Nicklaus (or should that be Arnold Palmer?) appears with his *World Golf Tour,* the brilliant *TV Sports Football* is there too as is Taito's *Champion Wrestler* .

That's it for this issue. As I go underground for another month – to practise karaoke and try to get to the end of the saki barrel kindly donated by the Friends of Shintaro society – stay very still for 30 days.

Abayo...

■ ***Samé!, Samé!, Samé!* the 1943-like vertical scrolling shoot-'em-up on the Mega Drive.**



RELEASE RUNDOWN

GAME BOY

Duck Tales – based on the Disney cartoon of the same name.
Chase HQ – conversion of the classic cars and cops coin-op.
Gremlins 2 – we told you not to expose them to bright lights. You didn't listen!
Bubble Bobble – cutesy coin-op bubble blowing fun with Bub and Bob.
Wrestling – compete against the top grappling gurus.
Pacman – munching mayhem of yore.

MEGA DRIVE

Fatman – brutal beat-'em-up comprising an amusing bunch of enemies.
Samé!, Samé!, Samé! – literally translated it means Shark!, Shark!, Shark!
AXIS – diagonally-scrolling *Zaxion*-style shoot-'em-up.
Darius II – arcade shoot-'em-up much like *R-Type*, only faster.
Hard Drivin' – the thrills and spills of Tengen's fabulous car racing game.

SUPER FAMICOM

Super Ghosts 'n' Ghouls – the very latest adventures of knight Arthur in spooksville.
Final Fight – a great coin-op conversion.
Dungeon Master – the all new dungeon for the all new machine.
Nemesis 3 – horizontal scrolling shoot-'em-up straight from the arcades.
Super Mario 4 –the continuing saga of the most popular Nintendo performer.
Big Run – gruelling Paris/Dakar-style racing game.
Darius II – arcade shoot-'em-up much like *R-Type*, only faster.
R-Type 2 – arcade shoot-'em-up much like *Darius*, only faster.

PC ENGINE

Peach Boy – cute arcade adventure.
Strip Mah Jong – Mah Jong simulator featuring scantily-clad females.
Mah Jong Fairytale – Mah Jong simulator that doesn't feature women ripping off their clothing.
Jack Nichlaus Golf Tour – the man has finally made his mark on the Engine.
TV Sports Football – American football simulator already out on 16-bit computers.
Champion Wrestler – compete against the top grappling gurus in this great game.

JAMES POND

UNDERWATER AGENT

When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radio-active canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.

Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell , this sub-sea spectacular is not to be missed!

- 12 momentous missions plus lots of bonus chambers
- choice of weapons or just blow up baddies with bubble-action!
- so many different enemies and pickups you'll wish you had eight tentacles!
- superb graphics, animation and smooth parallax scrolling

Atari screen shots

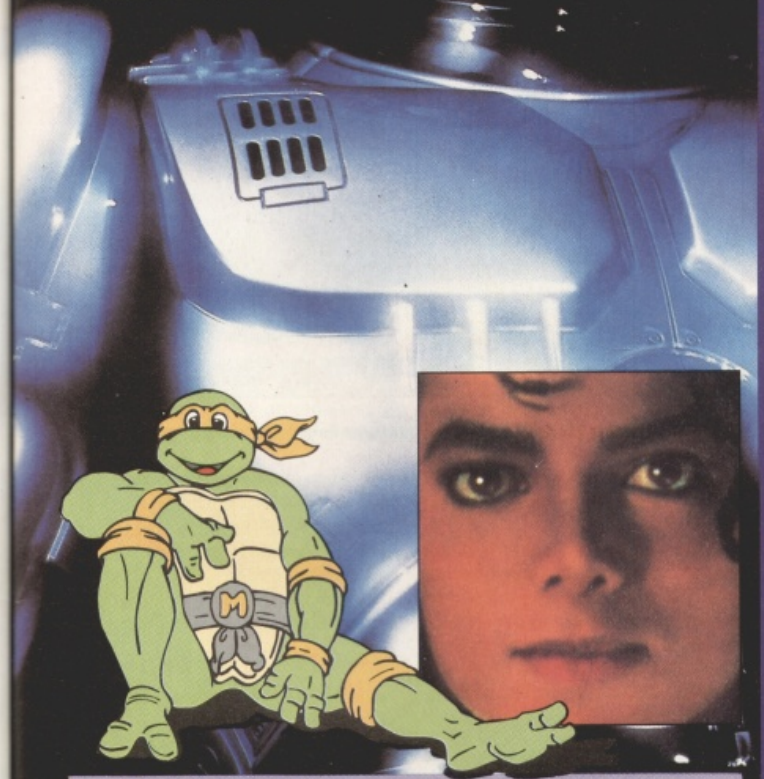
Atari ST & STE	£24.99
Amiga	£24.99

Send S.A.E. for free catalogue to: Millennium Chancery House 107 St Pauls Road London N12NA

MILLENNIUM

WHO'S BAD!

Awwhh! The stars hit the small screens. Michael Jackson, RoboCop and the pizza-packing Turtles make a date with RAZE - where else?



THE REVIEWING SYSTEM

RATINGS

Every format has it's own percentage rating. Anything receiving 90% or more is awarded the much-coveted RAZE Rave. The rating is an overall score which takes into account sound effects, visuals, presentation, documentation and packaging.

GAME PUBLISHER

After the game heading you'll find the game producer followed by the game type. In cases where a game is released across numerous formats from various software publishers, the publisher slot will simply say 'various'; you'll be able to find the producer for individual formats in the conclusion box.

AVAILABILITY

You'll notice the price and release date below the percentage rating for each format. If the game is on the shelves then the release date spot will say 'out now' otherwise it will have the date the game is expected to hit the streets. If a game is available only on import, then 'import' will be written in the release date spot. A list of import game suppliers can be found in Fast Forward.

PREVIEWS

Games are generally released across various formats – however, only rarely are they all ready simultaneously. The games that are available for review at the time of writing will have percentage ratings. Everything else will be bundled in the preview box with, where possible, remarks on what the complete game is expected to look and sound like.

THE TEAM

There are two main RAZE raving-loony reviewers: Julian Boardman and Les Ellis. Julian is red hot when it comes to coin-op licences as he spends most of his time and money in gay-cens. Les, on the other hand, enjoys anything that requires him to get a firm grip on a stick.

RAZE REVIEWS

Consoles

C64GS	Navy Seals	40
GAME BOY	Teenage Mutant Ninja Turtles	46
	RoboCop	48
	Dr Mario	60
GX4000	Navy Seals	40
MEGA DRIVE	Klax	28
	Rastan Saga II	32
	Insector X	38
	XDR	39
	Moonwalker	42
	Populous	70
NES	Teenage Mutant Hero Turtles	46
	RoboCop II	48
PC ENGINE	Rastan Saga II	32
	Legendary Axe II	35
	Operation Wolf	41
	Beach Volley	54

16-Bit

AMIGA	Wings of Fury	26
	Loopz	30
	James Pond	36
	Navy Seals	40
	Vaxine	44
	Teenage Mutant Hero Turtles	46
	RoboCop II	48
	Bomber Bob	52
	Betrayal	56
	Xiphos	58
	Globulus	60
	Curse of Ra	62
	Legend of the Lost	64
	Lotus Esprit Turbo Challenge	66
ATARI ST	Wings of Fury	26
	Loopz	30
	Navy Seals	40
	Vaxine	41
	Teenage Mutant Hero Turtles	46
	RoboCop II	48
	Betrayal	56
	Xiphos	58
	Curse of Ra	62
	Legend of the Lost	64
	Lotus Esprit Turbo Challenge	66
IBM PC	Loopz	30
	Teenage Mutant Hero Turtles	46
	Betrayal	56
	Lotus Esprit Turbo Challenge	66

WINGS OF FURY

Les Ellis jumps into a WWII fighter plane and prepares to buzz some bogies

Scramble, scramble, scramble. There's bandits at six o'clock. Splash the zeros, splash the zeros. Er, right. Sorry about that, just had to get it out of my system. The reason for the sudden outburst is *Wings of Fury*,an addictive little number from American software house Broderbund.

The whole scenario is based around the Far East in 1944, during World War II. Obviously there's a lot of activity in the area, and judging by the debris on the ground, the Japs aren't doing too well. However, they started off pretty good and things were looking ominous for the Yanks till the F6F Hellcat appeared on the scene. This mighty piece of American hardware was one of the major contributing factors to the Japanese demise in WWII. The sheer kill-to-loss ratio was enough to give even the Memphis Belle a run for its money.

HELLFACTS

The Hellcat first flew in 1942. Its operational debut was in the attack on Marcus Island in 1943. By the time production ended in November 1945, a total of 12,272 Hellcats had been built. The official total of kills for Hellcats in WWII was 4,947. A total of 6,477 enemy planes were shot down by USN carrier pilots during WWII.

But that's all in the future. You are taken back in time and must win the war all over again. As a pilot in a Hellcat, you have to earn your right to survival in the skies.

Your mission commences on your aircraft carrier. It is here that you must load up with weapons, and have a stab at which rank you think you deserve. If you try too high, you'll end up getting slaughtered in the first 30 seconds.

■ What do you mean you didn't realise the bombs were limited to 30 a trip?

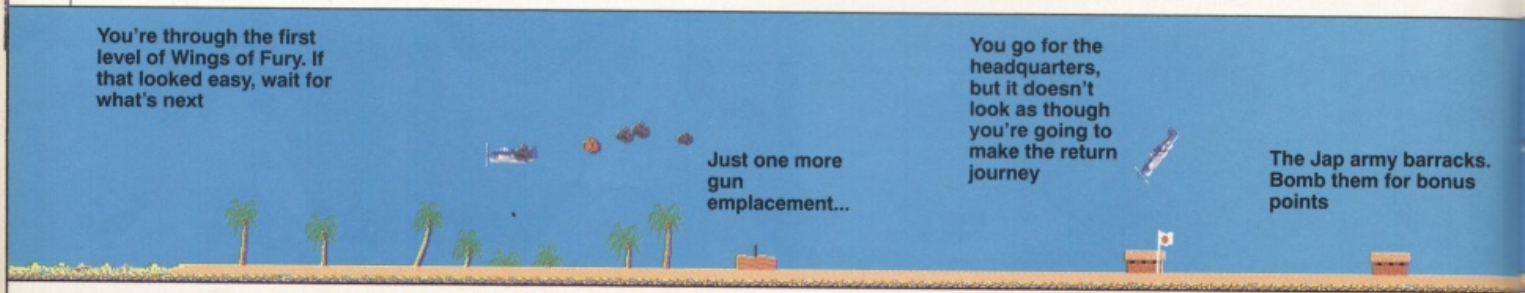
When you decide you're ready for take-off, your plane is transported up onto the deck, complete with new weaponry. So strap yourself in, kick the girl into action and pray to God. When the Signal Officer gives you the sign, push the Cat up to full throttle, let off the brakes and zoom into the blue yonder (which could mean the sea for beginners, or the sky for hardened professionals).

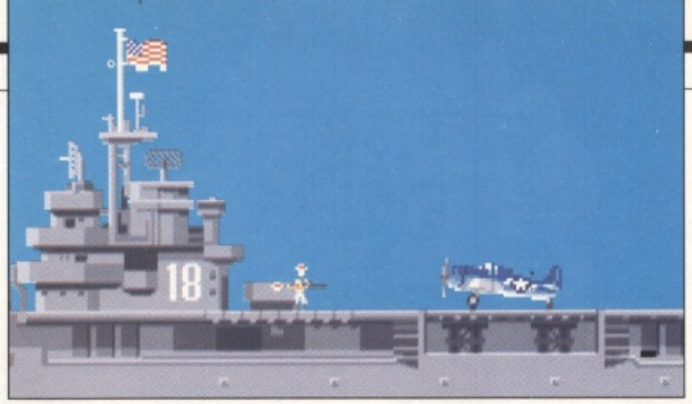
As soon as you are up and flying, you'll begin to notice that you're not alone. Enemy planes will quickly appear on the scene. There are two types to contend with: fighter planes will try to take you down in a dogfight, and torpedo planes will head for your carrier and try to take you out at source. The latter must be stopped at all costs, because you can't progress to the next mission without your carrier.

As you fly left or right, you'll come across some islands – it is here that your main objective lies. Basically, you must obliterate everything on the island – buildings *and* people.

The American Starfighter was more renowned for its crashing than its flying...

The inhabitants of the islands are the Japanese. They are holed up in


You're through the first level of Wings of Fury. If that looked easy, wait for what's next
Just one more gun emplacement...
You go for the headquarters, but it doesn't look as though you're going to make the return journey
The Jap army barracks. Bomb them for bonus points



■ You must knock out all the enemy carriers before you can progress to the next level.

HELLISH HINTS

★ Learn how to land on the ca rrier quickly, it will save trouble later on.

★ Take out any Japanese torpedo planes before they hit your carrier.

★ If they do fire torpedoes, shoot them with bombs, bullets or rockets before they reach your ship.

★ Get used to entering shallow dives. These are most useful for picking off soldiers running for cover.

numerous encampments, gun emplacements, bunkers, etc. Blow these open and the men inside will run for the nearest safe haven. If you're really sadistic, you can throw your plane into a dive, aim directly at them, and drop some bombs right on top of them.

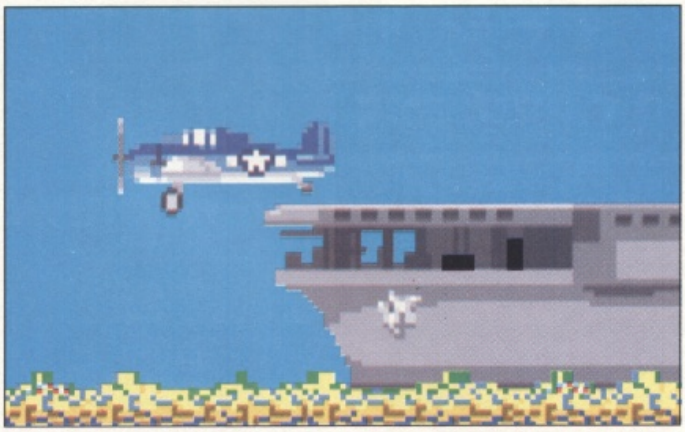
If you get over-excited, you'll probably run out of fuel, sustain some major damage or run out of weapons. But this is no problem, as a trip back to the aircraft carrier will soon fix you up as good as new. (Of course, you have to actually land again, which is no simple task.)

Eventually, you'll discover where all those enemy planes are coming from. The Japs have a massive aircraft carrier slowly making its way across the Pacific. Its decks are loaded with shiny new planes and glistening bombs just waiting to be used against the Americans. There's only one thing for it; you'll have to make strafing runs before the aircraft can take to the air. When the planes on deck are taken out, you can concentrate on flying low and dropping a torpedo to blow the carrier out of the water.

The Americans had a bomber called the Valkyrie which was cancelled after the prototype was hit by, you guessed it, a Starfighter in mid-flight.

Levels consist of many different sections. For instance, you start with just one island to wipe out, then the next section presents two. On completion of the last section of the level, which will probably include an enemy ship, you receive an extra plane and promotion to the next rank.

Points are scored for shooting anything, and your record – rank and number of air kills – can be saved to disk any time you are on the carrier. As you progress up the ranks, the Japs start to throw more and more planes at you. But it's no use wimping out, there's a war to be won!



■ Before you can get fighting, you must estimate your own abilities. It's best to swallow your pride, or you could quickly end up in the drink.

■ With that lot unleashed, you shouldn't have any worries moving on to the next stage.

■ The air's a tad nippy tonight don't you think, Hamish?

RATINGS

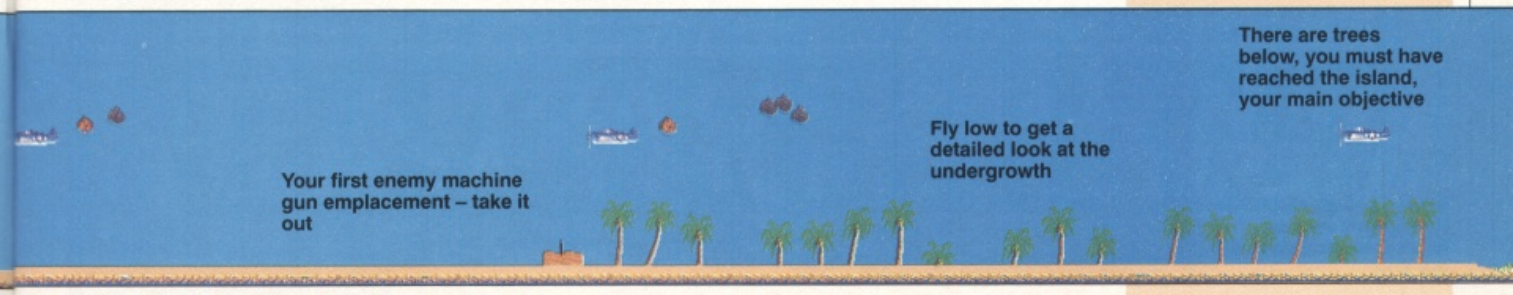
AMIGA 87%

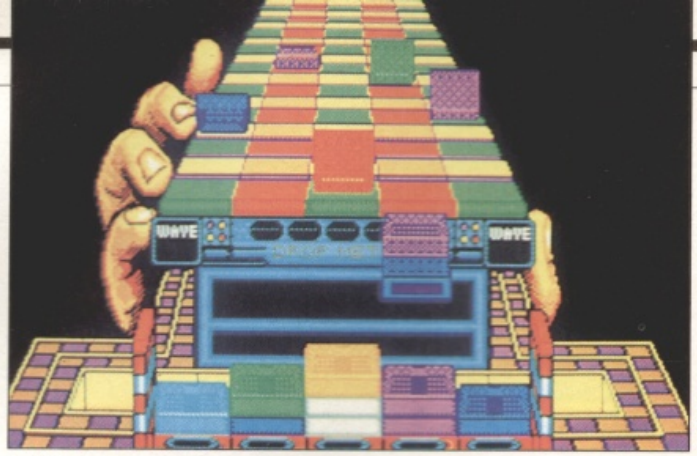
£24.99
OUT 10/90

First impressions are misleading. There are no fancy backdrops, no singalong tunes, and the screen is hardly action-packed. But, hey, that's life. Who said the sky had to be seven-layer parallax scrolling, with 15 different shades of blue? Despite the sprites being small, Broderbund have packed them with detail and colour – your Cat is especially impressive when turning in mid-air. The sound effects are humorous while staying realistic – just listen to those Nips scream when you hit 'em with a bullet as they're trying to run for cover. In fact, the game is full of neat touches. For instance, when you get hit, a trail of smoke pours from the engine, indicating serious trouble soon. This game is a little gem, which comes as no surprise when you look at Broderbund's previous hits like *Typhoon Thompson*.

PREVIEW

The IBM PC version (£24.99) should be in the shops by the time you read this. An Atari ST version (£24.99) is also planned and should follow soon. There are expected to be few differences between them and the Amiga original.


There are trees below, you must have reached the island, your main objective
Fly low to get a detailed look at the undergrowth
Your first enemy machine gun emplacement – take it out



■ Domark's 16-bit conversion of Tengen's *Klax* came out a few months ago and has been flying high in the charts ever since.

KLAX

NAMCOT ■ ARCADE PUZZLE

In a bemused daze Les Ellis tries to tackle yet another puzzle spectacular

You've seen versions of *Klax* on every other computer – from the Spectrum to the Amiga. In fact, it's almost as common as the seemingly omnipresent *Tetris*. The Sega Mega Drive version has just been released and is worthy of a full review for two reasons.

Firstly, the Mega Drive conversion by Namcot is damn good and secondly the game of *Klax* is great on every computer and those who haven't bought it should be reminded of the fact.

Klax is what could be called a tick-tack-tile game. Coloured blocks slowly spin towards you in a 3-D perspective and are hopefully caught by the player. The blocks then have to be deposited in one of the five bins. By arranging them in certain patterns, points can be scored and bins cleared. If, for any reason, you don't like the block you are holding, you can throw it back up onto the runway – but remember what goes up... If you fail to catch a block, it's registered as a drop. You have a varying number of drops available on each level. On top of this, you have three lives to play with.

A vertical line of three of the same colour scores 50 points, a horizontal line of three scores 1000 points and a diagonal line of three scores a huge 5000 points. As a bonus, if you can make a horizontal line of five then you get a whopping 10,000 points!

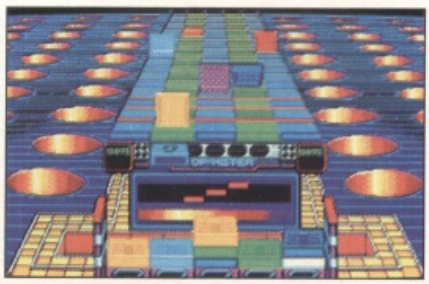
The game has a seemingly unlimited supply of levels to overcome, each one faster than the last. Levels can come in two sorts: points levels, and klax levels. By reaching the preset number of points or klaxes you progress to the next level. To help matters, occasionally flashing wildtiles will appear. These can be used as any colour and placed anywhere with the grid. In later waves,

a law in the state of Indiana, USA, prohibits you from travelling on a bus within four hours of eating garlic or playing Klax. 50% of the above is true

bonuses can be won by reaching the required number of klaxes or points without using any of your drops.

With two players, the screen is split down the middle and each player has to beat the other and reach the required number of klaxes. Score is unimportant here, you just have to win as many games as you can to win the match. There are nine different levels for the two players to compete on. As with most two player games, it's worth digging up an old friend as the action rate is more than doubled. Even on your own though, *Klax* will puzzle and frustrate for hours.

■ The *Klax* arcade machine from Tengen comes in two version: standard upright and



■ You're getting better. The bins are nearly empty and there's a few nice blocks on the way down.

COINING A KLAX

The coin-op version of Klax from Tengen is an exact copy of the home versions. The arcade cabinet really draws the crowds when two players are competing at once. The action can go on forever as each player keeps throwing in money to stay on the same level. If one player's using the machine, another player can join in at any time starting at either level one, ten or 19.

RATINGS

ATARI ST 83%

£19.99
OUT NOW

Domark's conversion of the Tengen arcade game is good, but not that good. Compared to other games on the Atari ST, like this month's RAZE Rave *Loopz*, *Klax* pales into insignificance.

AMIGA 83%

£19.99
OUT NOW

The improved sound makes little difference to *Klax*'s gameplay, so the rating stays the same as the Atari ST. It's a great game, but not quite in the same league as *Tetris* and *Loopz*.

MEGA DRIVE 85%

£34.99
IMPORT

It's hard to pick fault in the game content – only to say that there's not enough variation. Even so, the same could be said of *Tetris*, so I'll shut up.

Most of Klax's appeal is contained in the addictive and fun two-player game – the splitscreen action really sets the heart beating. Even though the graphics are simple in construction, they look better on the Mega Drive – vivid and vibrant. There's a snappy little tune and some delightful effects. As for *Klax*'s addictive qualities... you have been warned!

PC Engine

SPECIAL OFFER

PC ENGINE CORE GRAFX
PAL plus free game of your choice £169.95
PC ENGINE CORE GRAFX
SCART inc free game £159.95
CD ROM PLUS
INTERFACE £299.00

PC ENGINE GAMES

DRAGON SPIRIT	£19.90
VIGILANTE	£22.90
WORLD COURT TENNIS	£29.90
BLOODY WOLF	£31.90
TIGER HELI	£32.90
ORDYNE	£32.90
GUNHEAD	£32.90
USA BASKETBALL	£32.90
PC KID	£32.90
KNIGHT RIDER	£32.90
HEAVY UNIT	£32.90
SHINOBI	£32.90
TAITO MOTORBIKE RACING	£32.90
CHASE HQ	£33.90
ATOMIC ROBO KID	£33.90
NEW ZEALAND STORY	£33.90
PARANOIA	£33.90
SUPER VOLLEYBALL	£33.90
POWER DRIFT	£33.90
ARMED FORMATION	£33.90
BARUMBA	£33.90
PSYCHO CHASER	£33.90
NINJA SPIRIT	£33.90
RATSAN II	£33.90
SUPER STAR SOLDIER (Gunhed II)	£33.90
IMAGE FIGHT	TBA
AFTER BURNER	TBA
OPERATION WOLF	TBA

NEW WORLD

CONSOLES

TEL: (0234) 266352

SNK
Neo-Geo

NEO-GEO PAL £420
NEO-GEO SCART £399

NEO-GEO GAMES

MAGICIAN LORD	£199
BASEBALL SUPERSTARS	£199
NAM '75	£199
PROFESSIONAL GOLF	£199

PC SUPER GRAFX

PC ENGINE SUPER GRAFX
PAL inc free game £279.95
SCART inc free game £269.95

GAMES

BATTLE ACE	£33.90
GRANZORT	£33.90
GHOULS 'N' GHOSTS	£34.90
STRIDER	TBA

SEGA MEGA DRIVE

SPECIAL OFFER

SEGA MEGADRIVE
PAL inc Batman or E. Swat £174.95
SEGA MEGADRIVE
SCART inc Batman or E. Swat £169.95

MEGADRIVE GAMES

ALEX KID	£24.90
ALTERED BEAST	£29.90
SPACE HARRIER II	£31.90
THUNDERFORCE II	£32.90
WORLD CUP SOCCER	£32.90
GOLF SUPER MASTERS	£32.90
GHOULS 'N' GHOSTS	£37.90
RAMBO III	£32.90
LAST BATTLE	£32.90
SUPER HANG ON	£32.90
FORGOTTEN WORLDS	£33.90
TATSUJIN	£29.90
KUJAKU II	£29.90
GOLDEN AXE	£34.90
FINAL BLOW	£34.90
NEW ZEALAND STORY	£33.90
SUPER DARWIN	£33.90
ASSAULT SUIT LEYNOS	£33.90
AFTER BURNER II	£34.90
DJ BOY	£33.90
WIP RUSH	£33.90
THUNDERFORCE III	£34.90
HURRICANE	£33.90
GHOSTBUSTERS	£34.90
E-SWAT	£33.90
PHELIOS (Shootemup)	£33.90
BATMAN	£33.90
SUPER MONACO GP	£34.90
INSECTOR-X	TBA

Please make cheques and P/O's payable to: **NEW WORLD CONSOLES,** 61 Stainmore Road, Bedford MK41 0PZ. Tel: (0234) 266352.
(MAIL ORDER ONLY). Please add £1.00 per title, and £5.00 for machines.

MUTANT MADNESS!

TURTLE FIGURES 2 B WON ON 0898 404631!

Yup, we've got all your favourite Turtle figures to give away! The first prize winner gets a complete set of Michaelangelo, Donatello, Leonardo and Raphael - plus a couple of villians too! Then 25 lucky runners-up get the Turtle figure of their choice, so don't forget to tell us who your fave mutant is when you enter!

MUTANT MOVIE TICKETS ON 0898 404634!

The Teenage Mutant Ninja Turtle movie is coming soon, and you could be one of the first to see it if you win our shell shock of a comp!! We've got 100 tickets to give away to a special show later this year, so call now!!!

TURTLE TRANSPORT 2 B WON ON 0898 404633!

This is wild! 5 of you mutants out there could soon own the Turtle tank, Turtle party wagon, Turtle air ship, and of course the Turtle sewer motorcycle! We're giving away these ultimate sets of Turtle transport, complete with all 4 Turtle figures, to the winners of this turtlely brilliant competition! Call 0898 404633 right now ninjas!!

IT'S A PIZZA CAKE TO WIN IN OUR TASTY TURTLE COMPS!

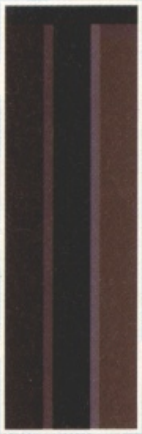
Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.
Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

LOOPZ

Trying to avoid jokes about feeling loopy, Julian Boardman did the twist and sent everyone round the bend

If computer games represent life, then *Loopz* is like trying to pull out an awkward cork from a wine bottle: while you're struggling you swear you'll never touch another drop, but once you succeed it seems like the best wine you've ever tasted.

The stunningly simple objective of this game is to make loops on a 126-square playfield, from the various shapes that the computer will randomly generate for you. Given only a limited time to place each shape, and this time gets shorter as you move up through the ten skill levels, the shape must be rotated if necessary and then moved to wherever it is best placed. Should a piece not be placed within the allotted time, a life will be lost. Points are scored for completing loops, the bigger and more complex the loop the higher the score. Every time a loop is completed, that loop is cleared from the screen. If the screen is at any time cleared, a bonus is awarded before play re-commences.



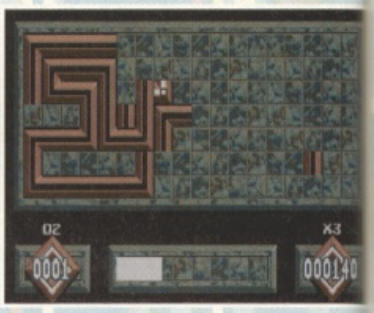
Control is by mouse, joystick or keyboard. I personally preferred mouse control as both the 'rotate' and 'place' functions are at your fingertips and accurate placement of the pieces is far simpler. Mouse control prevents that inaccurate to-ing and fro-ing caused by pushing the joystick too far or pressing a key too hard. I get the feeling that this was a game originally intended for mouse control, but a concession to supposed user-friendliness forced the inclusion of joystick and keyboard control.

The two-player game involves each player placing different coloured pieces to produce loops, but not necessarily of the same colour. So you can steal your opponent's piece for a loop you are constructing, and vice-versa.

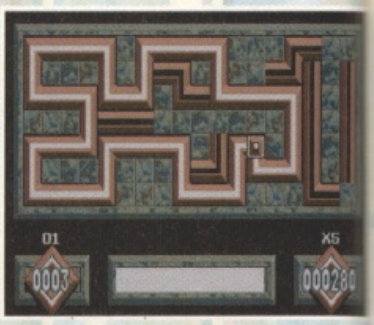
Contrary to popular belief, Emlyn Hughes does not appear in Loopz

Each player has a separate timer and it is also possible for players to compete on different skill levels on the same playfield, but the player on the higher level will score more points for a given loop than the player at a lower level

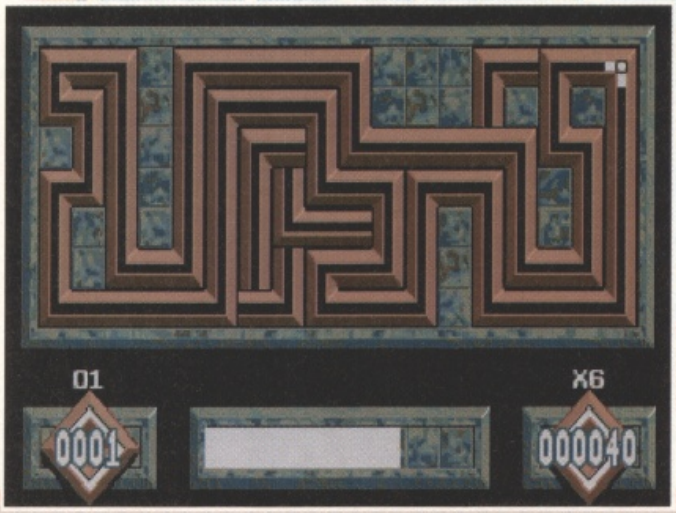
There are also two other games, B and C, to be enjoyed. Game B begins with a standard screen and a target score, which is very high. If you fail to reach the target score you'll be taken onto bonus screen one. However, if you score a large amount of points, you'll be taken



■ The pieces start appearing and you start panicking.



■ Before you know it the playing area is full and you lose a life.



RAZE WARNING!

This game could seriously damage both your business and social life. If the game is ever installed on a computer at work, don't tell the boss. Complete days in the RAZE offices have been spent playing Loopz on the sly. It has been elevated to the ranks of Kick Off in that it has been banned during normal working hours! But if you can get it installed on a hard disk, there's no stopping you. (Er, I hope the editor doesn't get to read this!)

Social life will disappear overnight. Discos will be a thing of the past, McDonald's sales will drop, pubs will close down. People won't leave their homes – everyone will be playing Loopz. Of course, when the arcade version comes out, the pubs may be back in business.

A belly full of gluttony will never study willingly.

■ Game B's bonus section. Before... and after (right). Replacing the missing pieces, in this case 15 of them, is no mean feat.

onto the second bonus screen. Every time ten loops are scored the game moves up a level, and 25 loops give an extra life.

Bonus screen one is played on the normal playfield and loops are placed in the normal way. The problems occur because when loops are completed they are not cleared away. The play area soon becomes congested and it takes a real pro to amass a decent bonus.

Screen two is played on another playfield. A rainbow-coloured loop is presented before you, then the computer removes pieces from it one by one. All you have to do then is replace the pieces in the right way so as to recreate the original loop.

There's also a two-player variation of Game B where players help each other out, sharing the three lives and the score.

Game C is a purely one-player version of the second bonus screen in Game B. The higher the level, the bigger the rainbow-coloured loop and the more pieces the computer takes from it.

Like the games it will be compared with – *Tetris*, *Welltris* and *Pipe Mania* – it is outrageously addictive. It rapidly becomes a battle of wits between you and the computer. As time and space run out you know you are heading for one of those mouse-through-the-monitor type moments. Your heart is beating like a stampede of mad-cows... where is this awkward bit going to fit? All you wanted was a little corner bit and you get this bug bugger! But then the piece you need arrives and you've done it: the biggest loop in the history of mankind. But your mother's gone out to buy one of those white linen jackets with the wraparound sleeves because you've been playing the game all week, non-stop, and all she can hear when you do finally fall asleep is cries of "No! No! Not that way round!" and "Just one more piece!" through the bedroom wall.

A fine piece of software.

LOOPING THE LOOPZ

★ Larger loops score more points. When the screen is clear at the beginning try to make as large a loop as possible from the simpler pieces that come at the start.

★ Straight pieces come in two sizes – one or three tiles long. Try not to leave gaps that are two pieces long.

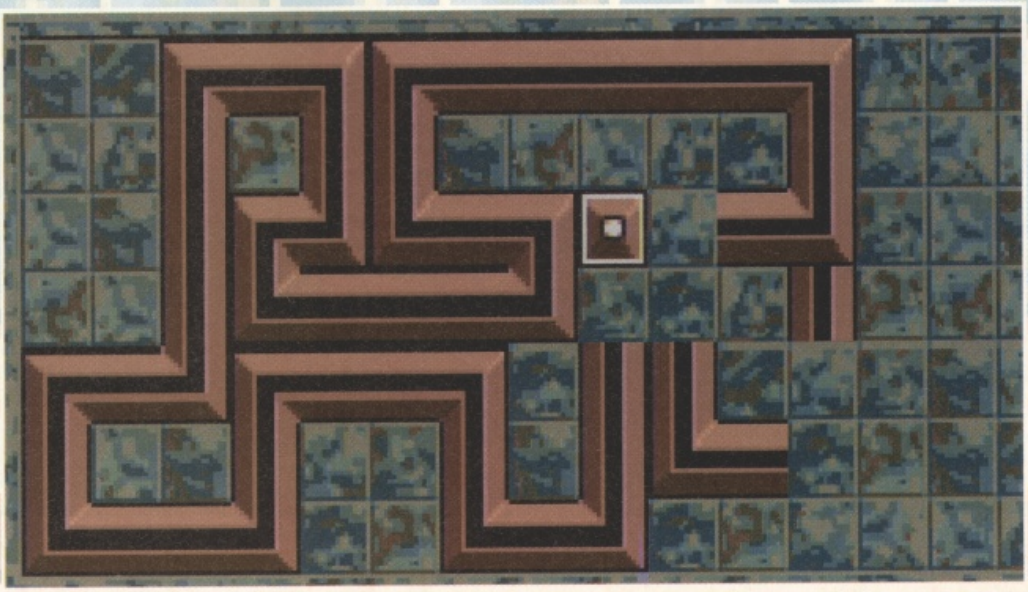
★ Leave an area 4x3 in one corner and place any C-shaped blocks there. When one appears another is sure to follow soon.

★ Don't waste little one-tile straight pieces trying to fill a space three long. It's better to dump 'em and wait for a three-tile block, as these are often wasted when they finally appear.

★ It's often quicker to wait for an L-shaped block that trying to fill a corner with three one-tile blocks.

★ Z-shaped blockers are real buggers, incorporate them into a loop as quickly as possible.

■ Another complex loop ready to gobble up some points. However, not being able to clear the screen means you don't get a bonus.



AMIGA 94%

£24.99
OUT 10/90

The accompanying three tunes which play during the game are all actually quite mellow and soothing, and, believe me, they need to be. Spot effects when a loop is completed or a piece is placed are a little more interesting than the average. But nevertheless, it's fair to say that graphics and sound are unimportant – the playfield does have this rather fetching marbled effect, though – as the playability just overtakes every other consideration.

ATARI ST 92%

£24.99
OUT 10/90

An exact conversion of the Amiga game, although the Amiga version may be just a bit more playable.

IBM PC 94%

£24.99
OUT 10/90

Identical in all respects. Supports VGA, EGA and CGA. Sound support from AdLib or Roland adding those "soothing" tunes.

PREVIEW

Audiogenic have a Game Boy version up their sleeve just waiting to be unleashed though Mindscape. The producers have also licensed the game to Capcom who will be producing a coin-op version. The arcade machine will be site tested in December. Another arcade machine – or rather a skill-with-prizes quiz machine – is coming from Barcrest, and is being touted as the company's follow up to *Tetris*.

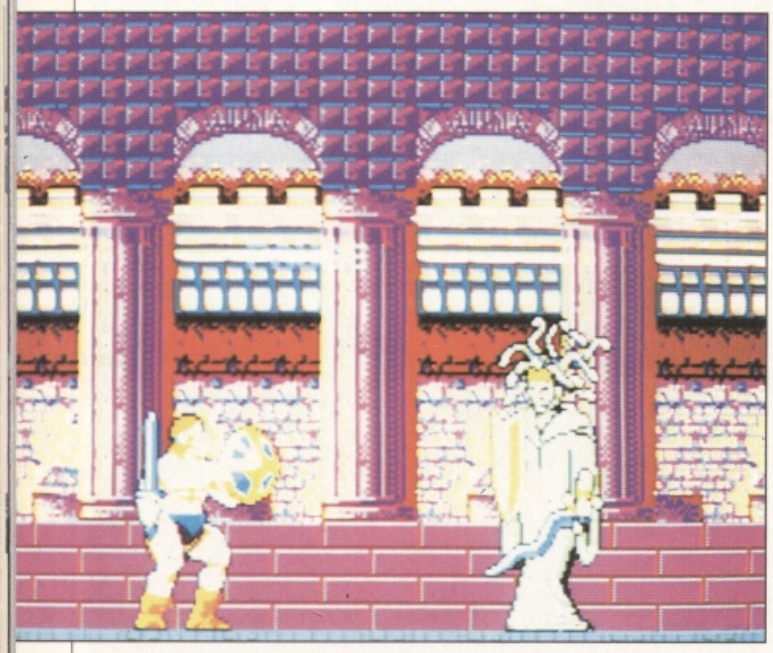
RASTAN SAGA II

TAITO ■ ARCADE CHOP-'EM-UP

In a vicious attempt to cut his hair, Tribble Barrett found himself chopping up chinamen instead

Do some people never learn? You've already rescued the Rastanians from the evil intentions of a ruthless ruler in *Rastan Saga* and now they've yet again let somebody into their Temple of the Skyscraper. And, as players of the first game will know, whoever controls the temple will have overall power over all of Rastania.

The storyline isn't the only thing familiar about *Rastan Saga II*, the gameplay isn't far removed from the original either. The action takes place over a scrolling landscape constructed of platforms, traps, holes and such like, and inhabited by numerous strange and wonderful creatures. As you progress over the landscape, you'll encounter sword-wielding skeletons, winged gargoyles, armour-plated turtles (yup!), naked water spirits and many more.



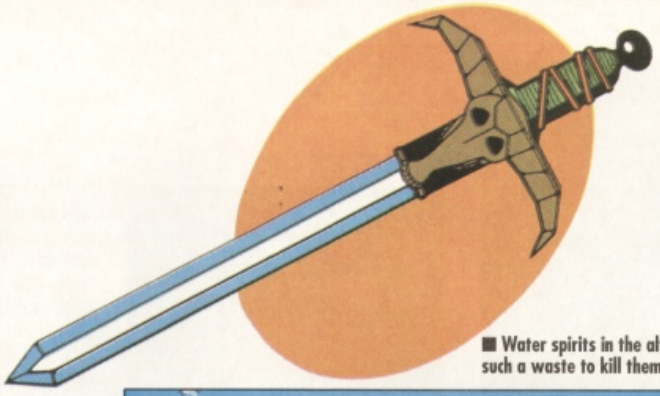
■ And wearing a fetching little number is the Gorgon. Hair courtesy of Hissing Sid.

It comes comes as no surprise to find massive guardians at the end of each section. But, unlike most guardians nowadays, this lot take some beating – especially the gorgon on level two.

Sending a warrior armed only with sword and shield against this motley bunch of monsters wouldn't be fair. So whenever you send one of the bad guys to heaven, he'll leave behind a little gift for you. You can get quite a collection, including things like extra energy, a larger sword, iron claws and various other useful things.

speak softly and carry a big stick; you will go far

Rastan is a standard hack-'em-up with plenty of tough levels and meaty monsters to master. However, you're left with the feeling that you've seen it all before. That doesn't stop it from being enjoyable. After all, as the old saying goes, "Where there's slash there's cash."



■ Water spirits in the altogether. It seems such a waste to kill them!

MEGA DRIVE 57%

£34.95
IMPORT

Scrolling is smooth when moving from one screen to another and all the characters are clearly defined. Sound is good with a handful of joyful tunes to start you on a good day's hacking.

PC ENGINE 64%

£29.95
IMPORT

Colour is used more effectively than in the Mega Drive version, with finer detail in the scenery. The only niggle is that play stops whenever you gain or lose a weapon. The pause is only for a second or so, but that's enough to stop the flow of play.

COMPUTER SHOPPER SHOW 1990

6-9 DECEMBER 1990 *WEMBLEY CONFERENCE CENTRE*

The Ticket Office Is Now Open! Save Time Save Money!

Call the Hotline 051 357 1736 have your credit card details

Doubling Up On Success

Last year saw almost 30,000 people converge on the first Computer Shopper Show. This year, the event - already the world's largest pre-Christmas computer shopping spree - will be even bigger.

The move to Wembley means nearly twice as much floor space, twice as many exhibitors, twice as many bargains, twice as many entrances and an extra day - all designed to cater for record crowds.

After all the Computer Shopper Show exists entirely to help the buying public get what they want at the price they want to pay. Ask anyone who went to last year's Show about the money they saved. Many visitors in our exit poll reported getting more than twice what they expected for their money (or paying half what they'd budgeted). That's what we call value!

Then there's advice - lots of it - on what to buy. Whether you're already a committed computer buff or a complete novice.

Whether you're in to PCs (including Amstrads and any IBM clone), Amiga, Atari ST, Acorn (Archimedes and BBC), Commodore and Sinclairs - or any popular machine - you'll find one-stop shopping at the Computer Shopper Show.

Start saving money now! Buy an advance ticket and you're already a pound or more in pocket. Or save even more with a family ticket - only £12 for two adults and two children.

Cut down on queuing time. Be first through the door to save even more money. Pre-order your entry tickets for FAST LANE PRIORITY.

The Computer Shopper Show 1990

Wembley Conference Centre
Wembley, London
Thursday December 6th -
Sunday December 9th 1990

Opening Hours:
Thursday December 6th
10.00-6.00
Friday December 7th
10.00-6.00
Saturday December 8th
09.00-6.00
Sunday December 9th
10.00-5.00

✂ - - -

9 LIVES

RAVE

ARC ■ ARCADE PLATFORM

Tired of pussyfooting around, Julian Boardman thought that nine lives might mean nine times as much fun

Bob Cat, the feline protagonist of this platform game from the software arm of Atari UK, is what you might call a bit of a lad. He's got a girl in every town (and no doubt a condom in his back pocket), but like all of us, he has a certain place in his throbbing heart for someone special. That *special lover* is the curvaceous Claudette, the big-eyed belle that Bob wants to take on home, and make his queen.

■ Using his ball of wool Bob can freeze this bird so that it doesn't cause him damage.

But all is not well, poor old Bob is on his way to serenade Claudette, when he arrives to see her being whisk(er)ed away by the Mad Scientist's men. What horrendous fate awaits her? Can Bob save her in time? Will he get his end away if he does? Will Bruce Willis star in Die Really Really Very Much Harder: Die Hard 7 in 1996? Answers on a postcard to...

Bob's first task is to track down his love in the sewers, a nightmare of dancing rats, clowns, disappearing railings, dogs, owls; you name it, it's there. From there it's onto the great outdoors and then the warehouse.

This joystick-controlled pussycat has a variety of cool moves at his disposal: left and right send him strutting in those directions, his half-cocked tail swinging nonchalantly above; pushing up will initiate a little vertical jump, whilst pulling down will make Bob leap in whichever direction he is facing, the height and distance determined by how long the joystick is pulled down for. He will first pounce then bound through the air in a most graceful, almost gazelle-like manner. However, should Bob's judgement not quite be up to scratch, only just catching the ledge for which he aimed, you'll see him scrabbling furiously with his hind legs to try and get fully onto the ledge, which he invariably manages.

both cats and dogs age seven times faster than human beings

His only way to release his caged maiden is to collect the keys around the levels which in turn open doors for more keys to be collected. A successful liberation of his loved one is met by a cheeky grin, a wink and a thumbs-up from our hero. But, alas, Bob has to do this six times in various locations across the first level alone! Even with nine lives this chap has got his work cut out.

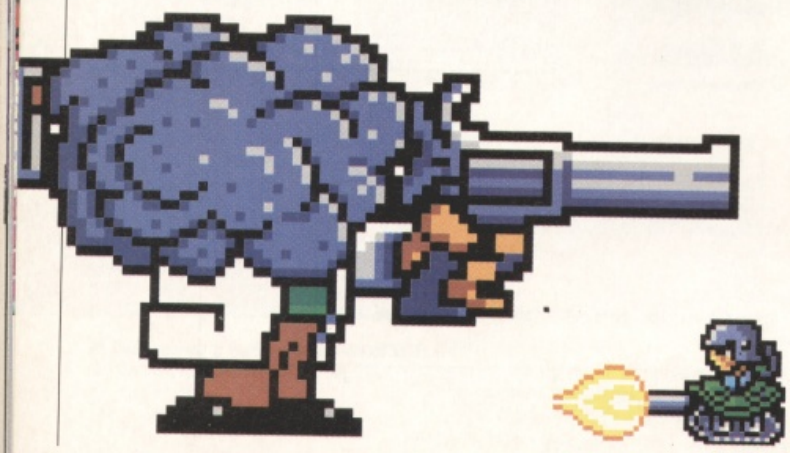
However, only one thing can directly rob Bob of his life: iron railings. Everything else will merely sap his energy, indicated by the length of Bob's tail on the lefthand side of the screen. This sapping effect can be waylaid if the offending object, be it dog, spinning clown or gun-toting monkey, is struck by Bob's trusty ball of wool, which the cunning devil can use like a yo-yo.

■ If you don't get things right, you could leave Bob in a very precarious position.

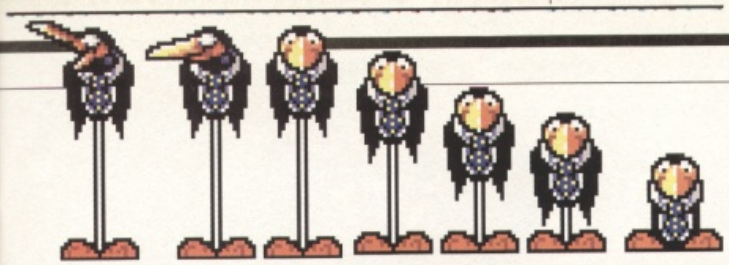
Bob can find himself all over the place on his quest for his pussy galore, even under water, complete with mask, snorkel and grinning fish. But no task is too great, no test too much in Bob's pursuit of a free, ever-so-grateful, and probably very friendly Claudette.

Animation of the cartoon sprites is impressive, but it is the sprites them-

Does this man Bob Katz, one of the chaps from Atari, have a girl in every town? Is this game's hero, Bob Cat, and his lifestyle as a casanova based on that of Mr Katz? We, the moral majority in the RAZE office (not to mention Mary Whitehouse), believe the public should be told! Mr Katz was unavailable for comment at the time of going to press, his secretary told us he was out to lunch and would not be in the office for the rest of the day. RAZE wonders if Bob has something to hide.



A shy cat makes a proud mouse.



selves that merit the closest attention. The detailing on all of the characters is superb, particularly Bob's cool and studied moves.

The game plays very well and is made more difficult by the small amount of the level actually seen on the screen at any one time. They do give you nine lives to play around with, and boy do you need them, it could take many hours of mapping to get this game sussed.

What Arc have here is an eminently watchable and highly amusing platform game. But as far as the game design is concerned, more effort seems to have gone into making it huge before thinking about content, there is only so much fun to be had from leaping around. Still, it is very enjoyable and worth thinking about for those impending dark winter evenings...

FELINE FAX

- **The most famous cat in the world is that ginger tabby from the opening titles of Coronation Street. However, the original cat was getting bored with sitting there for 20-odd years, so Granada are at this very moment auditioning for a replacement. This could be your moggy's chance for stardom!**
- **The second most famous cat in the world is the white fluffy one that belonged to Bloefeld in the James Bond movies, particularly You Only Live Twice (1967).**
- **The ultimate fat cat, Garfield, also has a couple of computer games named after him. Big Fat Hairy Deal involves eating food and hitting Odie to stay alive – seems fair!**

ATARI ST 93%

£19.99
NOVEMBER

Probably the best thing about this game is Bob. The little touches that get seen very rarely are worth the money alone: his near bubonic cough when he drinks something nasty and the way he shakes the water from his coat after a dip are priceless. Sound effects are suitably cute and zany, and the tunes show a modicum of imagination, which all adds to the considerable fun.

AMIGA 90%

£19.99
NOVEMBER

An exact copy of the fun-packed Atari ST version. It's a pity the extra capabilities of the Amiga weren't utilised to the full, but still as entertaining.

LEGENDARY AXE II

HUDSON ■ ARCADE CHOP-'EM-UP

Les Ellis discovers that the pen isn't always mightier than the sword

Ever tried killing a dragon with a pen? Doesn't work, does it. That old saying about the pen being mightier than the sword is a load of rubbish if you ask me. With this in mind, you embark on yet another adventure into the mythical world of Legendary Axe.

The evil Whoppa Loopa has taken control of your land. Not content with the normal raping and pillaging that goes with this, he has stolen your girlfriend and is in the process of wedding preparations. There's no time to waste, so you dig through your cupboards to find the now-legendary (after your battle in the last game) axe.

The action is viewed from the side and takes you through countless locations. All are inhabited by the evil overlord's minions who must either be avoided or sliced into pieces. Upon their celestial departure they will leave extra goodies for you to pick up. These consist of the usual fare, like weapons, energy and shields.

It comes as no surprise to a hardened adventure like yourself to find massive guards at the end of each level, but an accurate slash of your sword will soon deal with these. But the ultimate question is: Is your love life over, or will you get to the church on time?

■ Even when you cut the heads off zombies, they still chase you.

■ The graphics may have been changed, but the Legendary gameplay is still there.

PC ENGINE 68%

£29.99
OUT NOW

Admittedly, the game does look remarkably like *Rastan Saga II* also released this month. Unfortunately the game has changed little from itsSadly, the graphics haven't improved much, neither has the sound, in fact there are far better games available for the Engine.

JAMES POND

UNDERWATER AGENT

MILLENIUM ■ ARCADE PLATFORM

This fish has a licence to bubble, and Julian Boardman has run out of fish jokes because they were all used in last issue's preview

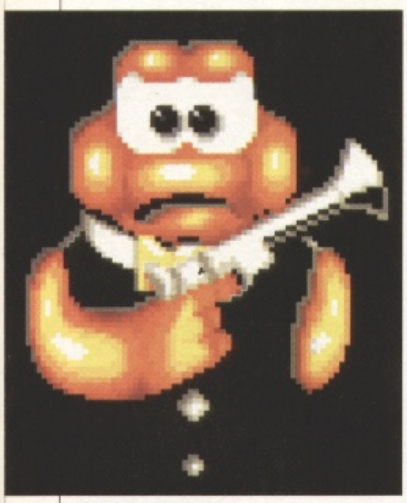
Man has once again screwed things up. Not only has he cut a hole in the sky to make his suntan darker, he's started exploiting the oceans, stealing most of their produce before poisoning what's left. Even then this doesn't stop him moaning that he can't spend a day on the beach without spending the next four on the toilet.

This is all too much for our hero, James Pond, who goes on a one-fish crusade to try and save his marine environment from total destruction. But it is too much to do in one go and being a sensible lad he decides to tackle it in 12 stages, starting with the easiest.

A ship's hull can collect a hundred tonnes of barnacles every year

The joystick-controlled fish, who wears a waistcoat and bow tie, is impeccably cool. His top hat and shades are just the kit for chatting up the birds, er, mermaids, that Jim comes across on his travels, but unless he gets a chance to comb his hair first then he just won't go near them.

When his looks are up to his usual standards, Jim's quest begins with him having to release six lobsters from cages that the evil lobster catcher chappie has put them in. He has to collect a key then open the cage before the diver comes along to pick up the cages.



Better small fish than an empty dish.

Jim's only defence is his bubbles. Should one of the nasty fishes hassle him (which is a bit strange as it's them he's trying to help!) he can trap them in one of the bubbles. Bursting it will get rid of the creature leaving a bizarre bonus icon, like an I♥NY mug, or a Chinese parasol.

■ **"I'm forever blowing bubbles, pretty bubbles in the ..."**

■ **Surrounded by a fairy, a wicked looking snail, and a radioactive canister, James decides it is time to visit Betty Ford.**

His next mission, From Sellafield with Love, involves him leading distraught fish away from toxic waste that has been dumped in the North Sea. The missions continue with James defeating smugglers, avoiding the ghost of Captain Bluebeard, saving polar bears and knocking out British lager louts on the Med.

POND'S PONDERINGS

- **Many breeds of tropical fish could live quite happily for the rest of their lives in a tank full of human blood.**
- **Recent research into the mental powers of goldfish shows that they remember better in cold water than in warm.**
- **Nearly all of the of the world's fish are caught over the continental shelves, which make up a mere 10% of the area of the ocean.**

Each of the 12 missions is excellently playable, action is fast and contains enough deviant creatures to keep you on your toes, without making things too difficult. These creatures include Puffer Fish, Demon Shrimps, well-dressed sharks, and a snail that looks remarkably like Brian from the Magic Roundabout.

AMIGA 88%

£24.99
NOVEMBER

The characters are quite amazing, there has been such an attention to detail that it really makes *James Pond* a delight to watch. Similarly, the scenery gives a really great effect of ancient rock covered in molluscs and whelks. The sound effects are possibly the most imaginative I've heard for a long time; the bubbling sound during the pre-level briefing, the sad whimper of James as he loses a life, and even an extremely realistic seagull cry (underwater?). The accompanying tunes are suitable jovial to jolly this cute hero along his fascinating trek through the deep.

There are secret bonus screens that include even more of the bizarre icons, table lamps, hob-nail boots, mushrooms, shells, dead rats, the lot! But finding time to get into the screens before the limit runs out on your mission is more difficult than trying to bathe a cat.

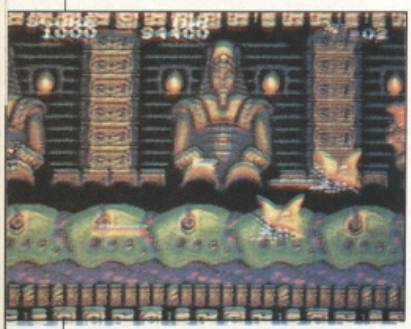
It's essentially a platform game, but very well mapped to make pixel perfect control of the free-floating fish a necessity. This should go down in the annals as a classic because of its playability, but also because of the incredible array of characters. This fish could become a cult.

FUTURE
BASKETBALL
A futuristic basketball simulation with sinister and barbaric rules. Play to win, play to survive!
Available October 1990.
ATARI ST
COMMODORE AMIGA £24.99
HEWSON
For Mail Order send a cheque P.O. to Hewson Consultants Ltd, Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Oxon. OX14 4RX. Tel: (0235) 832939 Fax: (0235) 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

INSECTOR X

HOT B ■ SHOOT-'EM-UP

Who better to get knee deep in insects and vermin than Les Ellis...



When you have a problem with pests and bugs, you call the pest busters. Well, what do you do if you have an entire planet infested with insects? The answer is call in Insector X, the man who gives a new meaning to the term "a flying visit".

The planet in question isn't inhabited with your normal type of bug, it's full of vicious, bloodsucking mutants. The creatures fill the skies and it is with trepidation that you fly through the skies in your craft disguised as an insect to blend in.

The basic premise of the game is to shoot everything that moves. The horizontally-scrolling play area is

although not a bad game, it could be described as bug-ridden (groan)

packed full of hundreds of bugs armed to the teeth. Shooting certain insects makes them drop weapons pods, and collecting these usually adds new weapons to your armoury, but sometimes will actually double your weaponry. Dead insects also leave extra points and useful speed-up icons.

There are five areas of the planet to fly over, all illustrated by some beautiful backgrounds. In the first, the Desert Area, you fly past Egyptian pyramids and camels, blasting ten bells out of giant mutant ladybirds, laser-toting mushrooms, toads with rocket launchers, spitting flies and suicidal moths. At the end of the level you'll come up against a giant hornet. Blast her head until she does the decent thing and blows up. You can now progress to the second level and, thankfully, take all your weapons with you.

Level two is the Plateau Area where you are introduced to several new breeds of insect. It's more of the same frenetic action you came across in level one... but worse! And things don't get any better. From level two you progress to the City Area, past such landmarks as the clock face, and then on into the jungle. The final bug blast takes place in their Empire, a honeycombed level packed to the limits, where you'll meet the biggest and baddest mother of all – who said these shoot-'em-ups were all the same...?

This type of game may have been done to death, but I'm damn sure you've never been on a bug hunt like this before!

BUGGING THE BUGS

★ **Learn how the different bugs move in their individual attack waves.**

★ **To kill the hornet on the first level, stay at the top left of the screen and keep firing; you'll only have to dodge a few times.**

★ **The second level's main guy is defeated by keeping low and dodging the antennae.**

★ **Never take your finger off the fire button.**

★ **Don't panic when the screen gets cluttered. Time your movements carefully and you will find it easy to dodge the enemy bullets.**

MEGA DRIVE

80%

£34.99

IMPORT

The graphics are superb. The backdrops feature large and well-defined areas, while the foreground characters are intricately drawn and well-animated – especially the wings on the main character. The pounding tunes and novel sound effects complement the graphics and make *Insector X* a damn good blast. If I had to choose between this and *XDR*, I'd go for *Insector X* every time.

This one won't bug you (chortle, chortle).

XDR

UNIPACE ■ SHOOT-'EM-UP

Having cleaned off the bugs, Les Ellis gets back to basics

■ ***XDR*** **features some of the largest end-of-level guardians of any game. These guys are sersiously enormous; some take over half the screen.**

I've played some irritating games in my time, but *XDR* (X-Dazedly Ray) takes the biscuit – in fact, it takes the whole packet!

As Jake McChink, you must

■ **All manner of power-ups can be collected: wide beam, laser, wave shot, missile, option, shiled, 1up.**

fly over the congested skies of Mega-Tech City clearing it of aliens forces which are threatening to take over the city's food plants and hold its inhabitants to ransom.

So, yet again, you must jump into a ridiculously overarmed combat ship and rid the planet of colourful bad guys. All your old favourites are here; power-ups, end-of-level alien ships, dodgy collision detection, podgy graphics, etc. If this were running on the ZX81 you could almost believe it – but the Mega Drive?

if XDR were a car, it would be a 2CV

MEGA DRIVE 60%

£34.99
IMPORT

One of the most simplistic games on the Mega Drive. Not a patch on *R-Type* or *Insector X*.

■ Travel to the Budokan to enter the tough guys tournament.

BUDOKAN

ELECTRONIC ARTS ■ MARTIAL ARTS SIMULATION

Ace sensei Les Ellis dons his black belt and kicks ass

The action starts with you standing in a courtyard surrounded by training halls (dojos to us aficionados). From here you can enter one of the training halls, talk to the sensei or leave the training camp for the Budokan and the tournament.

If you choose to talk to your sensei he will pass on comments of wisdom. Don't pester him too much, however, as he will soon get annoyed.

The training halls are where you will learn the arts. There are four main arts to learn. Kendo is a form of combat with bamboo sticks. The fighters wear armour and must score two clean hits to win the match. There are a variety of moves available to score these hits.

The nunchaku consists of two foot-long sticks attached to each other via a chain which, when swung, proves lethal. Again, various moves are used to disable your opponent.

Bo involves use of a six foot staff which is used to block, parry and generally beat the hell out of any one who comes in range. A lethal weapon in the hands of an expert.

The final discipline is unarmed combat; karate.

When you enter the training halls you get the chance to either practice the relevant art or take on another student in a sparring match. Lose the match and it will be back to the drawing board with the sensei's advice ringing in your ears. When you master all the arts you can decide to enter the Budokan tournament.

Here you take on the best of the rest. In the tournament you are allowed to use any one of the four arts that you have mastered. To win the tournament you will have to use many arts, so really you have no choice but to become proficient in all.

You get three chances to defeat each opponent. Fail and you will either have to fight the last opponent again or return to the dojo.

There is also a two player option where you can take on a friend and beat the hell out of him (or her) – how satisfying.

MEGA DRIVE 80%

£39.99
OUT NOW

Okay, so karate games aren't exactly a new idea. This one is a little different – and I'm not just taking about the snazzy new cartridge design. This game doesn't try to be a beat-'em-up in the conventional sense. Instead you are blitzed with loads of martial arts info. The action is not fast and furious like other games covering this subject. The graphics and animation are superb; as close to the real thing as possible. Martial arts practitioners and perfectionists will admire it; mortals might find the pace a tad slow.

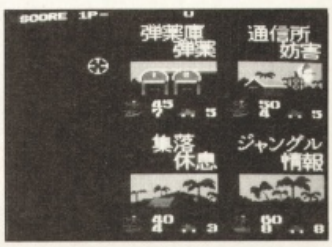
■ Take on this 'ard nut with the art of Kendo at the Budokan.

THE FACTS ON THE WHACKS

▲ The Teenage Mutant Headcase Turtles have probably never entered Budokan.

▲ Medieval Japanese women used to stain their teeth black to improve their beauty (ugh).

▲ In the middle ages the Japanese Imperial army employed soldiers whose sole job was to count the number of severed enemy heads after a battle.



Queen termites can lay eggs for up to 50 years.

NAVY SEALS

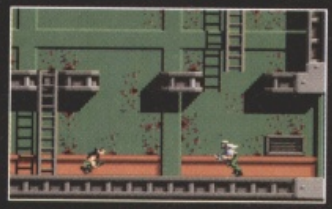
OCEAN ■ ARCADE PLATFORM

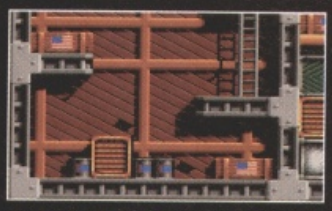
Always looking for an opportunity to follow in the flippers of the stars, Julian Boardman wades into the latest film licence from Ocean

Parachuting out of an aeroplane in the middle of the night into the freezing cold water of some hostile territory has never been my idea of fun, but it is just what these Navy SEAL (SEa, Air and Land) chappies get up to quite frequently. Being the US equivalent of a combined SAS and SBS force, they are America's covert swift response unit prepared for all sorts of ludicrously dangerous situations. The film on which the game is based around one of these occasions.

One of the US's helicopters has been shot down in the gulf, the pilot and co-pilot taken hostage with the co-pilot subsequently expiring under interrogation – no doubt with a great sigh of relief. It is therefore the task of Curran and his five man team to rescue the surviving pilot and get him and themselves the hell out of there alive. Personally I wouldn't bother, I mean what's one more dead pilot to the nation that fought in Vietnam?

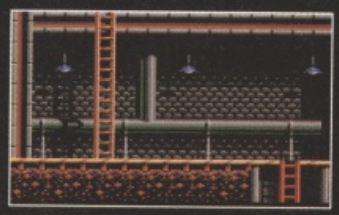
They also discover on the way that the Arabs have a huge stash of Stinger surface-to-air missiles, no doubt a by-product of old Ronnie's double-dealing. But before the SEALs have a chance to blow up the stockpile, our towel-attired friends decided to demonstrate their new-found toy by blowing up a commercial airliner. So they now have to find and destroy all the stores of Stingers that the Arabs have amassed, before they can even get close to the remaining hostage.

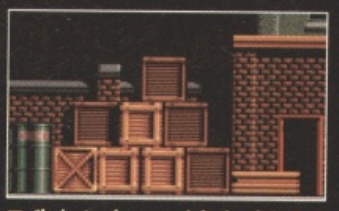




What this all adds up to is a multi-directional scrolling, platform shoot-'em-up, with the player taking on the role of a different SEAL for every level.

Your soldier has a number of moves at his disposal to help him beat the crap out of the Arabs. He can crawl, walk and jump, but he can also go arm over arm along a bar, swing onto a platform from a position dangling beneath, and clamber onto and over assorted obstacles. He can also pick up a number of different power-up weapons, grenade launchers, flame throwers etc, to help him along his way.





■ Clockwise from top left: level 2, 3, 4 and 5. Old Saddam could soon feel the full force of the Americans SEALs if he doesn't get his act together.

One nice touch is that the Arabs only fire if they see you. This means that you can drop down onto two Arabs, taking one out as he cushions your landing then blasting the other before he sees you. Unlike other games where just touching the enemy is liable to kill you, this brings just a hint of thought and stealth into the game, moving it away from an aut-

■ The whole of level 1, pictured here, spans over 12 screens. That works out at around 400K of data. Multiply that by the number of levels and you can see the programmers have had to work hard to squeeze the whole lot on cartridge/disk.

ofire romp.

Once the six levels have been completed and the hostages rescued there is an end game which involves the remaining SEALs running along a street destroying various Arab war machines, including a chemical truck marked "Saddam". At the end of the road they must jump into a helicopter which will take them to safety.

Navy SEALs is probably more of a platform game than a shoot-'em-up because it involves certain elements of timing and surprise if you are to overpower the waiting Arabs. It retains the violent elements to keep all action aficionados happy, but a certain amount of strategy has to be employed if all the Stingers are to be successfully destroyed leaving the SEALs intact.

You can catch Navy SEALs at the cinema around February of next year. (It was originally planned for release just before Christmas but Orion have delayed the launch). It features a star-studded cast containing Charlie Sheen, Michael Biehn and Joanne Whalley-Kilmer. As Ocean are hoping to release the game to coincide with the film it too may be delayed.

GX4000 88%

£24.95
OUT 2/91

For anybody who saw the software at the CES for the GX4000, this will come as quite a surprise. The programmers have managed to dig out some super-smooth scrolling and hardware sprites – probably the first time this has been successfully carried out on the Amstrad. The sprites themselves are nicely detailed with some great animation for each of the moves.

C64GS 87%

£24.95
OUT 2/91

Graphics on the Commodore console will be similar to the GX4000's, although only 16 colours will appear on screen rather than 32. Sound is tremendous and comprises a driving beat with spot effects.

PREVIEW

There will soon be versions available for all 16-bit formats with the layout of the game being much the same. They'll be improved graphics on the Atari ST (£19.99) and Amiga (£24.99), with the Amiga also having a more colourful layout and a pounding soundtrack. Details of the IBM PC version are sketchy.

OPERATION WOLF

TAITO ■ ARCADE ACTION

This arcade smash from '88 is now available for PC Engine owners, so we parachuted in Julian 'Matrix' Boardman to see how well the enemy had fared

Having eaten far too much red meat last night, my testosterone levels were sky high. The only cure at this time of day, save prostitution, was a bit of mindless violence. Thankfully Mr Postie, we call him Pat, had just delivered a juicy version of *Operation Wolf*, what more could a guy want?

This ageing, yet still very playable, shoot-'em-up is not what you could describe as complex (even Jethro, the lad who mucks out on the farm next door to me, could work it out). For those of you who have never come across *Operation Wolf*, obviously spending the last two years in Tibet, I shall explain.

From a first person perspective you – and another player simultaneously if you want to make things easier – control a cross-hair(s) firing either bullets or grenades at the hordes of smelly enemy that are bloody desperate to shoot you. They come at you in helicopters, tanks and boats, but to no avail! You are so hard, one blink of an eyelid could knock out one of these blokes! Except there isn't just one, there are approximately 400 in the first four screens alone.

Along your way there are various amounts of ammo, grenades, medical packs and animals to shoot. Doing so will put them on your inventory, apart from the animals which will invariably offer up some ammo on the promise you don't shoot them again. Also to be shot are assorted innocents (women in bikinis, little kids, etc) and medics which aren't meant to be made to look like colanders, but it all adds to the fun, doesn't it?

This fairly basic idea stood up well in the arcade and it does here because it retains the speed and definition of the original. Admittedly, the game's based on an old idea but

who can turn down an extremely fast and enjoyable, mindlessly violent romp through foreign territory? (Not Kuwait, though, because Saddam's already covered that area.)

PC ENGINE 74%

£29.95
IMPORT

The Engine's speed makes this game what it is. The graphics are representative of the arcade version, and are well-calculated by not putting too many sprites on the screen at once and causing a flicker. Sound is fairly standard for the Engine (ie; good, old-fashioned arcade stuff), but there's not much you can do with gunshots. But, to be honest, you don't have time to notice the finer points of *Operation Wolf*, in between dodging bullets, grenades, knives...

MOONWALKER

SEGA ■ ARCADE ACTION

Julian Boardman does everyone a favour, finds the nearest oxygen tent, and plugs into a Sega

Michael Jackson, eh? What a lad! From dizzy afro cuteness to Diana Ross-worshipping, nose-collapsing, oxygen-breathing, paparazzi-hating, pale-skinned friend of chimps.

Still, anyone who can sing a corker of song like "Rockin' Robin" is alright by me. As for the film Moonwalker, it definitely can't be said that he was going for the adult market, opting for a more faery tale approach (see box).

Unlike the poor US Gold computer versions, the Sega Mega Drive game is based on the coin-op that hit the arcades a few months ago. However, this version loses the 3-D isometric effect, opting instead for a basically 2-D approach.

Michael, or Mike to his friends (like me), takes on the villain of the film, one Mr Big, hoping to wrestle the town from his evil clutches. Mike, in the Smooth Criminal pearly-white suit and hat, has to rescue a remarkably large amount of young, blonde girls in short red dresses from behind the doors and windows that he passes on his travels. And that's about it. (Who said Mike was a complex man?)

That is the main object of the game, once all the girls are collected it's on to the next one of the

■ "Come over here and I'll give you a tinkle."

three stages that make up a level. Should all the females be found before a certain time, a bonus will be received, but there is no penalty for taking as long as you want. Levels are full of an army of Mr Big's men. Mike must overcome them by dazzling them with his dance steps. A spin here, a flick of the hat there, and they drop to the ground in amazement.

Michael's controls are surprisingly complex, but given the variety of moves and actions at this dude's disposal, it's a small price

DANCE MOVES

- Only use your magic in really dire situations, it saps too much energy to be used any old time.
- Open all doors and windows; those little girls could be hiding anywhere!
- When trying to get rid of the dogs, always crouch and they'll fly over your head.
- Use magic to open the manhole covers on the second level.
- Don't try to attack Mr Big when he comes and gloats at the end of each stage. You can't touch him but he can sure sap your power.

■ Keep your hands off those tarts, Mike, or you might get in a jam (ho, ho).

Soul II Soul's Jazzie B is rumoured to be producing Michael Jackson's next album expected late next year

■ Level one starts as Mike chooses his favourite tune from the jukebox.

to pay for fancy footwork. Each of the three buttons in combination with a signal from the direction controller will produce different steps. These dance steps are really what makes the game, from his tip-toe, head back, "Oooh!" stance, to the brilliantly executed pirouette as he opens a door, leaving him standing in a cocked hat, cool-dude, well-there-you-are-sunshine sort of pose.

Button A will use Michael's magical powers in three ways, but saps his energy very quickly. The first method makes Michael spin,

■ Looks like Monteiro's lost another game of pool, better not mess with him!

sending his opponents flying. The second, if Mike's given enough room, involves him using his hat like a boomerang to obliterate anything it touches in a bright red explosion. The third, and most costly to Mike's energy, is the one where everyone around him is forced to dance with him then keel over and die. I dunno, the villains of today just can't stand the pace!

Button B uses Michael's magic again but in a different way without sapping his energy. He will throw what looks like blue spangle-dust that sends the naughty blokes flying. As usual, this button in combination with the four-way controller will send this stardust in various directions, if used on its own it will illicit a kick.

Button C will make Michael jump and can be used in conjunction with the other functions to produce a flying punch or other weird and wonderful moves to baffle and defeat your enemies.

The gameplay is fast and frantic, and it is the variety of surprise moves that Michael comes up with that enhance the interest value – I once found myself sliding down a bannister. The added bonus of a different MJ song for each of the stages (from Smooth Criminal to Beat It) all adds to the enjoyment of this fairly simple, but extremely entertaining game.

THE FILM: BAD? NO, WORSE

Seen the film? I wouldn't bother if I were you. It's not so much a film more of a Jackson ego trip through videos from his last album, Bad!

The film starts with Jackson being spotted by the evil press men at his film studio. Jumping on the nearest motorbike, Michael zooms off into the desert to escape from them. While speeding down the highway, he's spotted by a patrolmen, who happens to be a rabbit (!). The rabbit pulls Mike over to the side of the road and starts dancing. What a challenge, Mike thinks, and proceeds to copy the rabbit step for step...

But has the film started? Who knows, you're in Jackson World now, a world where anything can happen – even dancing rabbits dressed up as coppers.

The film then turns into a montage of Jackson video clips loosely held together by a storyline with more holes in it than a pack of Polos. The evil Mr Big (rumoured to be based on Jackson's ex-manager) goes around being generally evil, and Mike dances around being generally nice to everyone – especially the kids.

At the time, some critics did concede that the special effects weren't too bad at all, but in retrospect these too were cleverly done to avoid any real expense. For instance, Mike is chased into a deadend alley and turns into a car to escape his hunters. People raved over the transition from human to car, but, in fact, you only see a shadow changing shape, not the actual body of Michael (which is probably just as well considering the amount of plastic surgery he's had!).

The plot then thickens, in fact it actually congeals and stops completely when Mike escapes and suddenly finds Mr Big's base in a crater. To combat the bad guys, Mike turns into a robot and flies around firing missiles.

The film ends with Jackson running on stage to thousands of adoring fans – why?, who knows! And if that sounds like a weird film, it's because it is! The only question I have is, what planet are you on, Michael?

● Moonwalker is available on video for £9.99.

RATINGS

MEGA DRIVE
87%

£35.00
IMPORT

This game could possibly have made better use of the Mega Drive's 16-bit muscle, particularly with the 3-D effect as seen in the arcade machine. The soundtrack and the samples are phenomenal, especially old Mike's "Oooh!", "Who's Bad!" and the occasional barking dog. On the whole, though, it is a simplistic design and there are better games available on the Mega Drive... but none of them have a central character like Michael Jackson, and there is no better mover than him!

■ "Oh no, the plastic surgery's gone wrong, I've got a chimp on my shoulders now!"

VAXINE

US GOLD ■ ARCADE PUZZLE

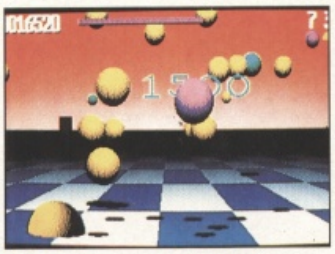
Never one to ignore a tie-in with the Iraq crisis, Julian Boardman suited up for his own form of germ warfare

Until now, the constant war that raged within the human body between the body's own defence mechanism and invading virus cells had been a pretty fair fight. But a new mutant virus has developed that is more than a match for the existing defences. The latest research into artificial anti-bodies has constructed a new vaccine, the only anti-body capable of defeating this new mutant strain.

Ostensibly, this game should be described as a shoot-'em-up, the main object being to fire your coloured anti-bodies at the larger invading virus cells of the same colour. The invading globe-shaped cells come in three colours: green, mustard and cerise, which correspond to the colours of your own anti-bodies, and you have approximately 100 of each type to battle with.

Vaxine has something more to it than a conventional shoot-'em-up, it requires a lot of skill to destroy the invading cells without needless waste of your limited supply of anti-bodies.

The struggle is fought within a 3-D world, the floor being chequered to enhance the effect of the perspective and movement. Movement and speed are governed by the mouse, and it is very easy to zoom up to top speed. However, the trouble starts when you want to stop dead, you can't. The only way to slow down is to move in the opposite direction,



which often results in frantic rolling of the mouse.

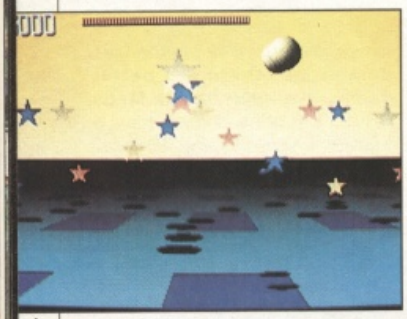
To help beef up that ailing score, you are given a Shooting Stars bonus section, made up, not surprisingly, of a circle of coloured stars which float above the ground. Higher

First cow: "Have you heard about this 'Mad Cow' disease?" Second cow: "Whaddya mean? I'm a rabbit!"

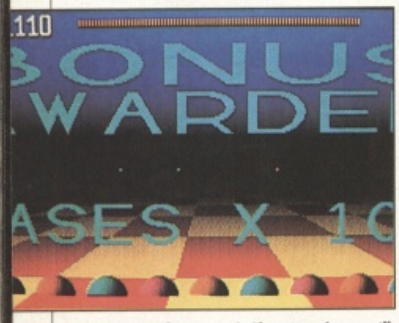
scores are obtained for hitting a star with the correctly coloured anti-body, but given that the only real chance you get to greedily grab these points is in a ten-second sabbatical before the virus starts to arrive, you'll be grateful for what you can get.

Also dotted around the chequered play area are black portals, these do not, as you might imagine, transport you to another area of the game, but instead freeze the progress of all the anti-bodies, for a minute or until fire is pressed, to give you a chance to check out where every(anti)body is.

For a game that begins as a few balls bouncing around, *Vaxine* soon becomes surprisingly addictive as the gameplay rapidly increases in complexity, and the sheer weight of numbers becomes overwhelming. So the programmers, The Assembly Line, have used the same graphics routines as seen in their previous game *E-Motion*, who cares? This is a great game in its own right – get it!



■ Nice shooting, son. You've just wiped out a group of bonded invaders who were about to attack one of your bases.



■ Stars in their eyes? Shooting these will net you bonus points.

INFORMATION ON INOCULATION

- **The Bubonic plague – carried by the flea not the rat – wiped out a third of Britain's population in the 14th century, creating a situation where peasants could name their own wage.**
- **In the Seventies, whooping cough vaccine was thought to have killed babies.**
- **More recently, an eminent person proved it was all a load of twaddle. In fact, more babies died from not having the vaccine, than those thought to have suffered because of it!**
- **Iceberg's can't catch AIDS, neither can pneumatic drills.**
- **If you are planning a trip to Japan don't forget to get yourself vaccinated for typhoid. Call themselves a civilized nation? Huh!**

RATINGS

AMIGA 84%

£24.99
10/90

Gameplay remains identical to the Atari ST, but full use is made of the Amiga's enhanced colour and sound capabilities, giving *Vaxine* even more visual effect – as if it needed it.

ATARI ST 82%

£23.99
10/90

The 3-D effects are quite stunning, enhanced by the programmers' clever tricks on the ST to get over 100 colours onscreen at any once. The STE version is also enhanced, making it almost identical to the Amiga version. Sound mostly consists of interesting spot effects: passing through the black portals is accompanied by a choral sound that has a decidedly astral feel to it, and the noise as anti-bodies collide is far better than most games. Playability is set at just the right level, making you frustrated but not irate.

IBM PC 82%

£24.99
10/90

The basic EGA version is a great little game, but where the PC game really shines is on an enhanced machine. Get hold of a VGA machine with an AdLib or Roland soundcard and you'll have a game that probably improves on even the Amiga version. There's full use of the 256-colour display and some really atmospheric sound effects pumped out of the speakers.

PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

PLOTTING

"...plays brilliantly. An absolute must for puzzle fans". Sinclair User

"...it's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." Crash

"...fun to play and will keep you addicted for hours on end. A good game that is sure to please." Amiga Action

ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

TAITO

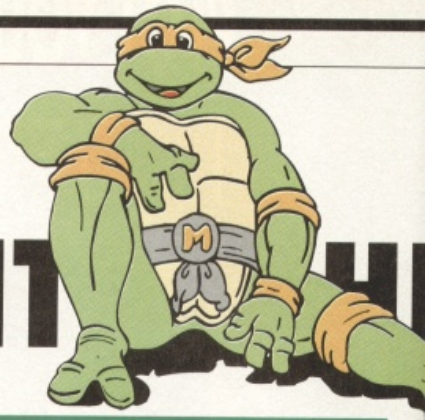
ocean

CBM AMIGA - ATARI ST

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

RAVE

TEENAGE MUTANT HI



VARIOUS ■ ARCADE ADVENTURE

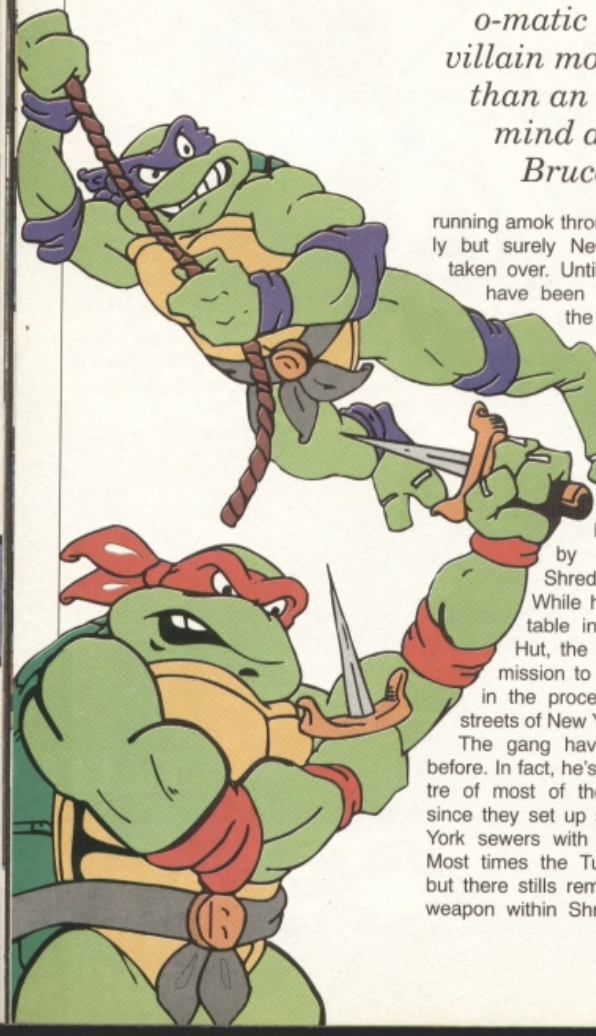
Although Richard Monteiro is an expert turtle-farmer and pizza-eater, Les Ellis happens to have hands-on experience of rats and sewers...

Who'd have thought that four pizza-eating turtles named Donatello, Raphael, Leonardo and Michaelangelo would be hitting the nation by storm? The Ninja Turtles, sorry, *Hero* Turtles are the biggest thing to hit the cinema and TV screens since Batman. The heroes in half shells, as they like to be known, complete their quest for truth, justice and the American way with the official release of Imageworks' 16-bit versions, Palcom's NES version, and Konami's Game Boy grey import.

There is a problem in old New York, innocent people are getting busted up by vicious martial arts warriors descended from the dreaded Foot Clan. Man-eating robots are running amok through the city, slowly but surely New York is being taken over. Until now the Turtles have been happy just doing the odd favour for the police force, but now things have got a bit out of control. April, their number one fan, has been kidnapped by the big, bad Shredder (boo! hiss!). While huddled around a table in the local Pizza Hut, the Turtles plan their mission to rescue April and in the process clean up the streets of New York.

Shredder's a slice-o-matic crum, a villain more vicious than an army of mind altered Bruce Lees

The gang have met Shredder before. In fact, he's been at the centre of most of their investigations since they set up shop in the New York sewers with Splinter the rat. Most times the Turtles have won, but there stills remains one deadly weapon within Shredder's grasp –



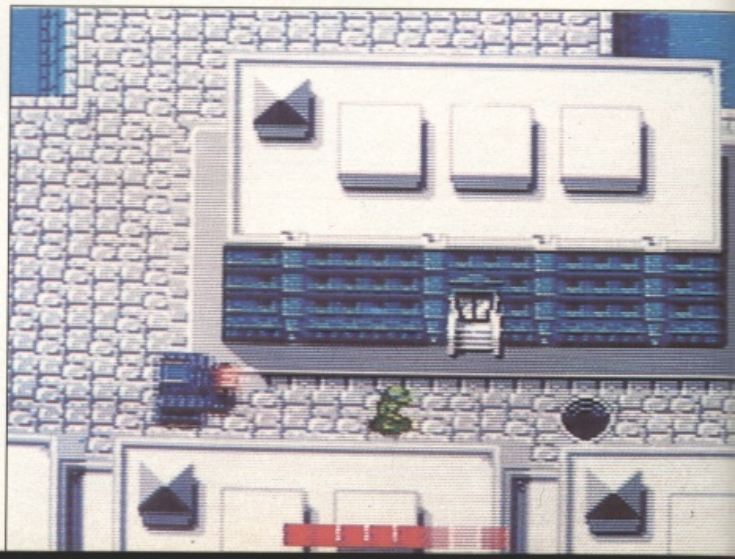
THE TURTLES

Leonardo – Carries the Katana blade which makes him a useful guy in the sewers, where Roof Leapers hang from the ceiling.

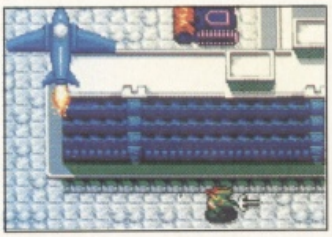
Michaelangelo – Although not as strong as the rest, he's a courageous little guy who'll use his nunchukus to great effect.

Raphael – Prides himself on the swift and stealthful abilities he has with his Sai (a needle-tipped knife).

Donatello – Carries the dreaded Bo stick, which is great for attacking guys from above and below. (Not to be confused with Bo Derek who also attacks guys from those angles.)



ERO TURTLES



PIZZA HUT

Whole Pizza

Half Pizza

Slice O' Pizza

Anti-Foot Clan Missile

The Rope

Kiai

Single Shuriken

Tripple Shuriken

Boomerang

Nunchukus

Bo

Katana Blade

Sai

Mr. Invincibility

Whole pizza restores all you lost energy.
Half pizza restores a portion of your lost energy.
Slice of pizza restores some of your lost energy.
Anti-Foot Clan missile is used to demolish enemy barricades.
The rope is used to leap from building to building.
When thrown, the kiai decimates anything in its path.
The single shuriken is thrown to hit your enemies.
The triple shuriken is three times as powerful.
The boomerang can be used again and again – provided you can catch it.
Mr Invincibility makes you indestructible for a short while.

the Life Transformer Gun. With this piece of powerful technology, Shredder can genetically mutate any human into another one of his cronies. If they don't act fast, the Turtles could find their friend April under the gun.

New York is a large city so there are plenty of places to search – and plenty of places to encounter the Shredder's evil henchmen, the Foot Clan. The battle will be long and hard, but the Turtles aren't entirely unarmed. Each one has a special weapon and are all experts in the ancient art of ninjitsu (see boxes for more info).

You start in the streets, and as well as dodging the traffic, you've an army of Foot Clan foot soldiers to deal with. But don't waste time above ground, get on down to the sewers, that's where the real action is – after all, it's the only way to travel.

the import Game Boy version is known as Ninja Turtles, when the official version arrives it'll be known as Hero Turtles

The sewer is positively writhing with scumbags. There's also a fine array of weapons down there – if you can find them. And it's mine and my furry friends' home – but that's not important right now.

Contact with Shredder's men will drain your energy which can be partially or completely restored by eating pizzas which you find on the ground (not very hygienic). If the energy runs out then your turtle will be captured and the next of the four must be brought into play. You can rescue any captured turtles by finding them and touching them.

TURTLES ON THE MOVE

The movie opens in the UK in late November, just in time for the holiday season. The UK is one of the last places in the world to see the film. It is already expected to take over $130 million in the United States this year after its record-breaking opening week ticket sales in March 1990. The film was well-received by the RAZE critics and contains enough humour to entertain everyone, even non fans!

The Turtles' costumes were designed by Jim Henson who died earlier this year. It was his last film after contributing to features like The Dark Crystal, Sesame Street and, of course, The Muppets.

PLAY SAFE

According to recent press reports, there is a craze for children to imitate the turtles and play in sewers. Unfortunately this has led to a spate of incidents where kids are actually getting stuck in sewers and are having to be rescued. You have been warned.

The five levels are all based around real places in New York City. Travel up Wall Street, visit JFK International Airport, go for a dip in the Hudson River (not forgetting that turtles need air too!) or even visit the Shredder's base in, where else?, South Bronx.

You're pumped full of pizza power; now is the time to get rid of Shredder forever.

PREVIEW

Imageworks are importing the American Ultragames Amiga (£24.95) and IBM PC (£29.95) versions of the game and tweaking them for British users. These versions should be out on the streets by now, with Imageworks' own conversion for the Atari ST in November (£24.95). There'll be more like the NES version than the Game Boy, which bodes well, does it not?

RATINGS

NES 87%

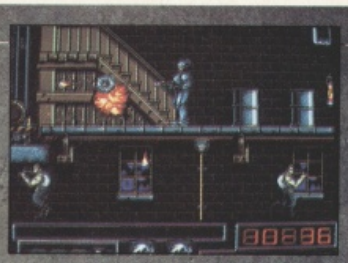
£34.99
OUT NOW

I'm not quite the person that all the Ninja Turtles hype is aimed at (I'm almost 61, you know!), but even I had a great time playing the NES version of the fab four's frolics. The difficulty factor is set just right; frustrating but nothing to put your Nintendo in physical danger. The graphics are impressive for the NES, with superb use of vivid colours and impressive animation. The five action-packed levels are more than the average player can handle, but they just keep enticing you back for more.

GAME BOY 93%

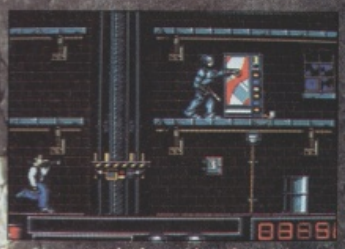
£26.00
IMPORT

Wow, the Game Boy version of *Turtles* is so addictive it just won't let go. There's always so much going on that if you take your eye off it for a second you'll miss something new (although it probably won't miss you). The graphics are detailed and varied. All are beautifully shaded with their own sophisticated animation routines. The only problem with the Game Boy version is that it's a tad too easy – everyone on RAZE has completed it. Even so, if you thought *Batman* on the Game Boy was good, you'll blow your mind when you get this. Best played with a Ham and Pineapple pizza.



■ No hassle for RoboCop as another dirt bag blows up and his friends run around aimlessly below.

■ Rocket launchers, machine guns, hand guns... Life as a cop ain't what it used to be.



■ Some great backgrounds and special effects make *RoboCop 2* as playable as the first but much more attractive.

YOU HAVE THE RIGHT TO REMAIN SILENT

Ivan Davies (apparently a notable kickboxer) is responsible for the digitised interval screens in RoboCop 2, along with a little help from Newtek's Digiview 4. However, because the quality of the screens was not up to scratch, Ivan obtained a specially made hardware filter system from France that helped cut down the grainy effect. Even with this hi-tech equipment, Ivan had trouble with light reflection on the photographic source (video sources were too low quality to be considered). Also, certain pictures needed to be touched up by paint packages. To touch-up a HAM graphic screen invites disaster as changing one colour can easily change and mutate other colours resulting in, what is technically known as, a mess. However, in Ivan The Kickboxer's capable (and dangerous) hands (and feet?) the resultant pics are pretty impressive.

AMIGA 91%

£19.99
NOVEMBER

Graphics are top-notch, the best seen in an Amiga arcade game since Batman (also from Ocean!). If possible, everything and anything is animated in excess – the barrels compressing as they hit the floor is brilliant. Sound, too, is of a very high quality. The tunes are atmospheric and moody, with the effects suitably crushing. Of course, it has all been seen before – in the first *RoboCop* and *Batman* – but a good game will play forever, which is why the original game is still being bought in its thousands today!

PREVIEW

No versions for any other computers... Just kidding. *RoboCop 2*'s going to be on every format you can imagine. Strangely enough, the Atari ST (£19.99) version, by Keith Robinson and Andy Rixson, will be vastly different from the Amiga. The lower screen area displaying the score, lives, etc will have a different design and will have a metallic backdrop of RoboCop's chest area. Although the action will have true scrolling instead of page-flipping, the play area, and consequently the sprites, will be much smaller. Also, although the essential game will be the same, the gameplay will be different in that you will meet different objects and tough guys, etc at different times.

On the Nintendo front, there's a NES version coming direct from the Ocean in-house programming team. Good news for Game Boy owners, too. Ocean have just finished developing the original *RoboCop* for the little hand-held. Taking production and distribution times into account, it should be out just before Christmas.

RAVE

ROBOCOP 2

OCEAN ■ ARCADE ADVENTURE

In order to uphold the law Paul Rigby and Julian Boardman advise readers to stay out of trubble

In 1987, a young man by the name of Peter Weller appeared in a low budget sci-fi flick that was to become the year's surprise success. Before the movie had even been heard of in the UK, top Manchester-based software house Ocean had acquired the rights to produce the computer version. Indeed, they were already signing deals right, left and centre, to sub-licence the game for an arcade machine and secure a licence for a potential sequel. The film was, of course, RoboCop. Ocean's smash computer game has since surpassed even the success of the film. Since it entered the Gallup charts almost two years ago, it has never left – breaking all records and currently holding its own for 94 weeks!

Such a film had to have – demanded – a sequel. Of course, it was to come, but three years later. And here it is...

Nuke is a drug so powerful that you have to inject it via a gas cylinder. It has permeated the whole city, creating drug-crazed criminals on every street. The nuke kingpin is a mad hoodlum called Cain. OCP (Omni Consumer Products) manufacture the drug and hope to take the nearly bankrupt city of Detroit into private ownership.

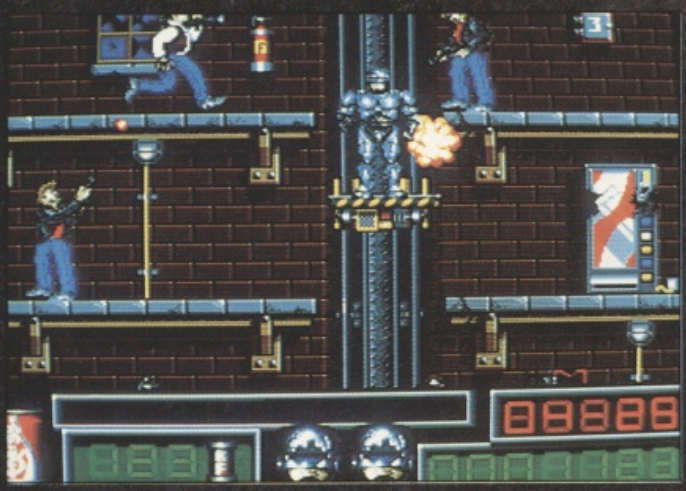
Send in RoboCop! Sorry, he's been nabbed by Cain and his cronies. They've cut up RoboCop for scrap. But – hoorah! – the metal man is delivered to OCP and reconstructed, but – boo! – an OCP scientist reprograms our hero to *stop* fighting crime. Shock! Never fear, though, because RoboCop finally gets his head together, teams up with the police force, who've kindly returned from their strike, and blasts Cain and his mob.

■ Quick, take out that guy on the top level before he makes minced-meat out of the tin can.

But... Cain's brain is saved! The OCP scientist – what an evil guy – replants Cain's brain into a state-of-the-art mechanical, yet still drug-addicted, monster – and so is born RoboCop 2.

Level one takes place in the River Rouge. The mission is to destroy the laboratory that is churning out the deadly nuke drug. You control RoboCop, shooting umpteen baddies and hitting wall-boxes which release power-up icons. Be careful, though, because not all of these wall-boxes contain positive icons. Yes, there are rapid fire and scattergun icons as well as reverse fire and minus time icons. If you finish any level before the time limit is up, you'll receive a large bonus.

Between each level is a static screen joining the stages together and continuing the film plot throughout the game. These, along with special screens (such as the death screen), will be digitised directly from the film.



■ Energy is indicated by the psuedo-Coke can on the bottom left of the status panel. And where do you think Robo fills up...?

Following the interval is a puzzle. Special FX have taken the sub-plot that runs throughout the movie, regarding the recurring bouts of memory of the old Murphy, and integrated it into a maze game against the clock. You'll find two of these brainstorm puzzles in the game, each with four levels.

Basically, you'll need to move a cursor around a circuit board making sure that you connect certain silicon chips and avoid others. As you move, the track you cover becomes "off-limits" so that you cannot double-back or cross areas already traversed. This puzzle is an addictive game in itself. As you complete each level you'll see a picture of Murphy build up (the second puzzle game builds up a pic of Murphy's wife). Restore the pic and you'll restore Robo's memory.

Another sub-game is a variation of the shooting gallery seen in the original. This time you'll see cardboard cutouts move onto the screen. Hit the baddies, avoid the goodies. Once you've finished this section (within two minutes) a final ratio is calculated. The result may improve your weapons capability so that any shots fired in later levels will be more effective.

during the film, a TV advertisement displays the new safe-sex robot, Ready Betty.

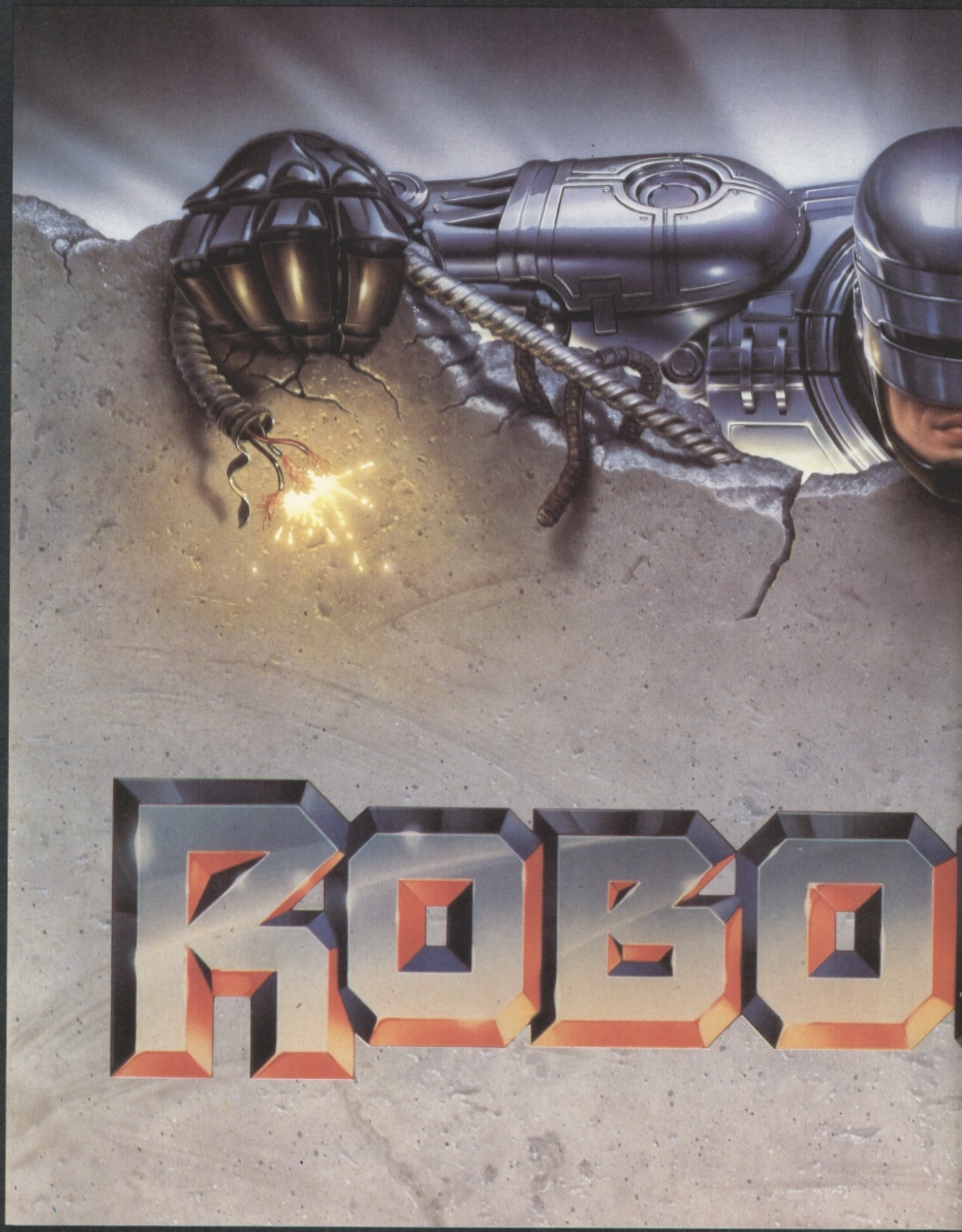
Level two of the sideways scroll areas takes place in the brewery. Avoid the vats of beer and the drips from the ceiling and the rolling barrels. If you do kick the bucket and lose a life, one of your RoboCop life helmets shatters to reveal the bare head of Murphy. At the end of the level you meet the human incarnation of Cain, before he's implanted in Robo 2.

Finally, level three takes place in and around the Civic Centrum building. Thugs will appear on Harley Davidsons, with more coming up through manholes; small robots will move along the floor, ceiling and along tracks up and down the screen; rocket launchers, walls of flame, mortars, the whole bit – it's hard being a cop.

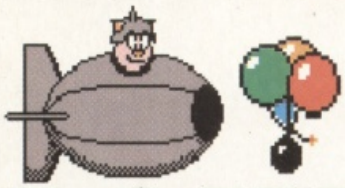
Eventually you'll find yourself up against ED 209! What's he doing here? Who knows, I haven't seen the film yet! Anyway, with him swiftly out of the way, there's RoboCop 2 to be dealt with.

RoboCop 2 is an enjoyable beat-'em-up with a novel puzzle section. It is tough, challenging and extremely well presented; the puzzle section being especially addictive.

The game does disappoint, to a degree, on the grounds that it lacks originality. There is a distinct feeling of deja vu, especially in regions of the sideways scrolling area and the shooting gallery. However, even taking into account these comments, *RoboCop 2* is a terrific film licence that, with the immense public awareness, is destined for inevitable success.


ROBO

COP 2



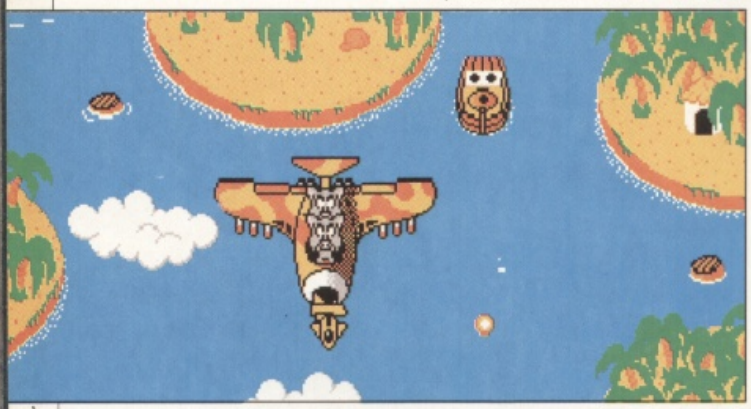
BOMBER BOB

IDEA ■ ARCADE ACTION

Rescuing beautiful English maidens has become all too easy for Julian Boardman, so he thought he'd try to save a few Italian dogs instead

I had reservations about a vaguely military-inspired game from Italy. After all, their record in the past century in anything that involved shooting has usually met with complete disaster – they even had trouble beating the Ethiopians and all Haile's mob had were a few spears and a worrying lack of footwear. Still it is not part of my job to be prejudiced, but it was with some trepidation that I booted up the charmingly titled *Bomber Bob*.

On seeing the second intro screen, my worst fears were confirmed: it shows three assorted wild animals, doing almost passable impressions of John Travolta



■ The Italians finally achieve success in the skies.

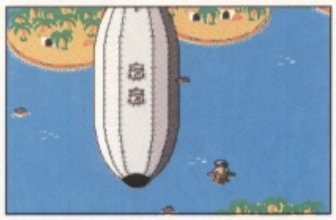
singing a typically hormone-ridden piece of Italian Disco that sounds as though it would probably do well in the Eurovision Song Contest. I was almost tempted to bin it there and then, but conscience prevailed and I carried on beyond the first hurdle.

Bomber Bob, who is actually a dog, belongs to a big family (these Catholics, eh!). A large number of his cousins, also dogs, have all decided to set up camp on a group of islands known as the Pixel Archipelago. However, their quiet existence has been ruined by a Professor Chicken-Brain. The Prof plans to use the dogs in his latest invention which turns any living creature into a chicken (no, really). He then plans to sell them on to *his* cousin, one Colonel Sanders. Bob's cousins managed to slip out an SOS and now it's up to Bob to save his cousins and also the world!

Bob, in the appropriate Biggles attire, pilots his little bomber over the ocean. From his plane he must drop bombs on the ships and islands below, shoot the attacking planes and avoid airships manned (or should I say pigged) by teutonically attired porkers. Action is viewed from above with parallax scrolling and a choice of two altitudes, toggled by the space bar. Attackers can only be hit if you are flying at the right height, but they can shoot you no matter what your height.

Italian jet fighters have a capacity for flying backwards in case they suddenly decide to change sides as they did in WWII!

Should Bob survive the onslaught of these animals, he goes onto the 3-D bit which represents a tunnel through one of the larger islands. At the end of this tunnel is a weapons shop in which you can spend the money you earned shooting the flying pigs.



■ "Helmut, look. I zink ve can kill ze Italian swinehunt vit our dynamite!" "Ya mein oberlieutenant."

I found the tunnel section stupidly difficult as it takes quite a while to get the hang of the relative distances between the rear-viewed plane and the vector graphics of the tunnel.

And on it goes...

Bomber Bob is mildly diverting and strangely quite frustrating as you fly once again into that homing missile you thought you'd avoided long ago. The arcade action is certainly a challenge and gameplay provides an interesting variation on a theme.

Despite rumours to the contrary, dogs are actually very paw pilots.

AMIGA 73%

£24.99
NOVEMBER

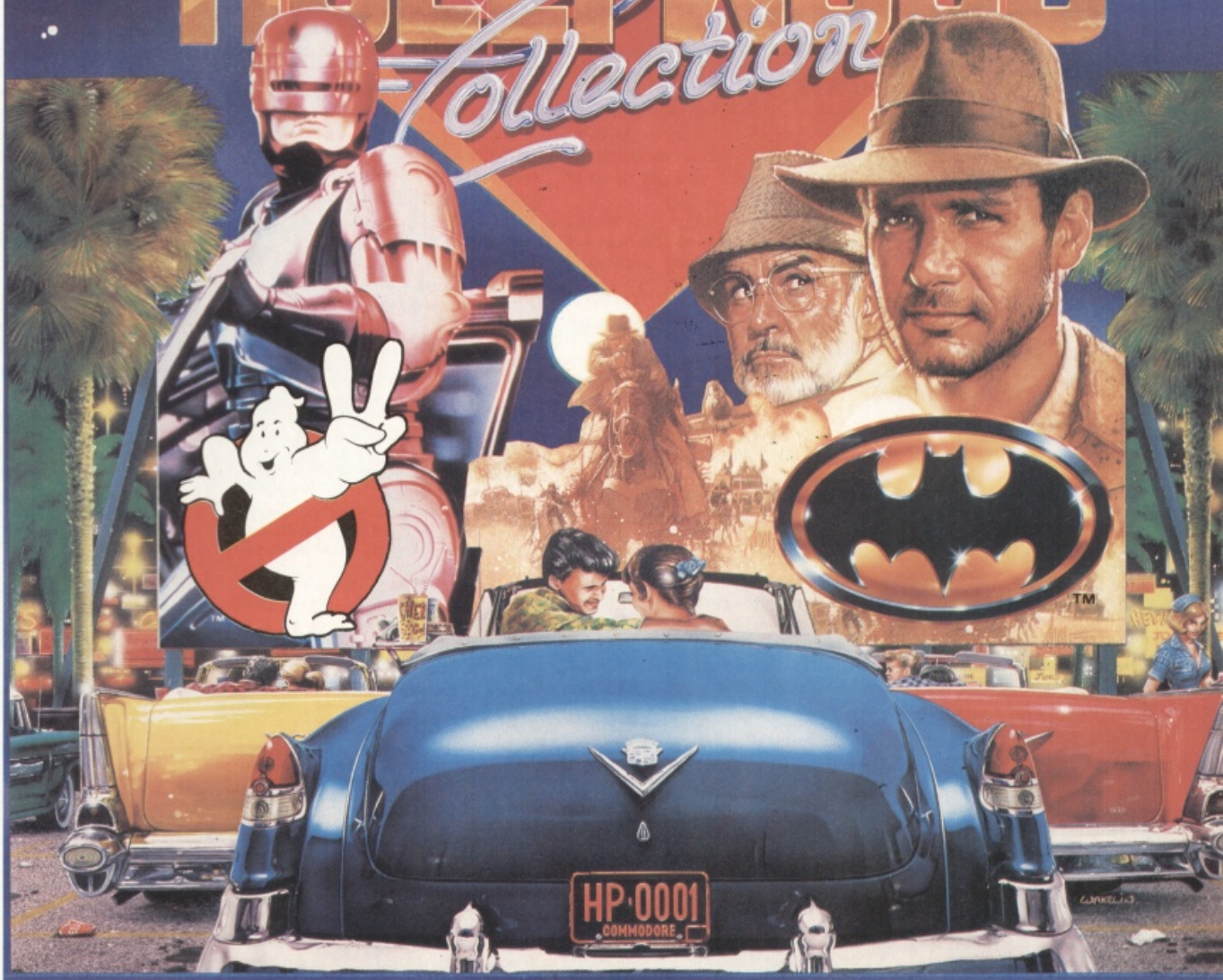
The cutesy animal graphics are fairly amusing, particularly the pigs in the airship, and their animation routines very smooth, without a hint of a flicker as the background scrolls behind them. The bloodcurdling screams as the enemy pilots fall hopelessly towards the water are almost worth the money in themselves, and then, of course, there's that novel title screen with its 'interesting' tune. The playability, which could soon tire after a few hours play, is enhanced by the 3-D tunnel at the end of every level and saves *Bomber Bob* from becoming another vertical scrolling shoot-'em-up collecting dust.

BOB'S FULL HOUSE

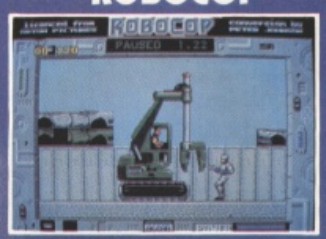
The Pixel Archipelago, where the game is set, is actually based on the Pictuale Archipelago in the South Pacific. They were discovered by that well known 15th century Portuguese explorer, Leonardo Miguel Pictuale – also renowned for being able to balance three apples on his chin at once.

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD Collection



ROBOCOP



ROBOCOP TM & © ORION PICTURES CORP. ALL RIGHTS RESERVED.

GHOSTBUSTERS II

© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES

TM & COPYRIGHT © 1989 by Lucasfilm Ltd. (LFL) All rights Reserved.

BATMAN

TM & © 1964 DC Comics Inc.

AMIGA ATARI ST

ocean

AMSTRAD SPECTRUM COMMODORE

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

BEACH VOLLEY

IGS ■ ARCADE SPORTS

Les Ellis dons his trendy trunks and heads for the beach to play ball

Welcome to the world of volleyball, where men are men and beach bums are nervous; where only the latest, trendiest swimwear is acceptable. So grab your trunks – or, even better, some of those orange shorts from Baywatch – and get down to the beach.

Choose how many players you want (the game can handle from 1-4 players simultaneously) and fill in the rest of the players with a computer player. Then choose what sort of game you want, easy or hard. Understandably, you'll want to go straight for a hard game, but it's worth putting your pride in your pocket and practising your moves on with the easier option.

best played while listening to the Beach Boys' Barbara Ann

Players are chosen from all over the world. The countries – Japan, China, Brazil, Australia, USA and USSR – have four representatives to choose from; two male, two female. Each person is good in one particular area, like spiking, but their physical attributes (energy etc) can be allocated a limited number of power points.

With players all chosen, it's time to throw on the shorts, jump in the jeep and make it down to the beach (or grass or muddy field, as there's a choice of play areas). The crowd are all there, and the umpire's got his shades on. Let's play ball...

■ Take your pick from 20 of the top players from Japan, China, Brazil, Australia, USA and USSR.

AMAZINGLY INTERESTING FACTS

- Volleyball is one of the three most supported games in the world.
- The game was created in Massachusetts, USA, in 1895 by university director William G Morgan.
- It was originally called Minonette and was formulated as a recreational sport for middle-aged men.
- Volleyball was given Olympic status in 1964 and there are 65 million participants worldwide.

■ Just grab the shorts, gel the hair back and get ready for some serious tanning.

■ There are three types of surface to play on. For kings of kooldom, go straight to the sand, it's not tiring and there are more women on the beach.

HOW TO PLAY BALL

★ The smash is the most important move of the game; master this and you'll beat anyone.

★ Play the computer on sand as your players don't tire so quickly.

★ Don't stick to the same serving position, move along the back line for different angles.

Before you start, it's worth noting the rules. On the whole, they follow the conventional rules of volleyball, but with one important difference. Normally, you can only win points if it is your serve, but in *Beach Volley* you can win points even if you didn't initiate the point with a serve. In my mind, this rule change is to the game's detriment, the rules should have been left alone.

The game plays like real volleyball. The man under your control is indicated by his number flashing over his head. Serves can either come from a smashing jump, or just a conventional tap over the net. Digs, set-ups and spikes are also catered for, along with some brilliant knee-scraping dives. The controls can take quite a while to master, but once you're familiar with them, you can really impress (depress) your opponents with a brilliant service reception, set-up and smash through their waving arms. The only defensive move available allows you to block your opponent's shot by jumping at the net.

But it's no use defending all the time, you gotta get out there an' attack. So stop swinging yer pants and grab 'em, get on down to the beach and get groovin'.

PC ENGINE 73%

£29.99
OUT NOW

Hey, if you want your PC Engine to look cool, slam this in the card slot. The little characters are some of the smoothest creations in town. Both the men and women have distinctive hair styles and trendy little swimsuits. Although not quite a Beach Boys classic, the tune does complement the game, whilst the effects are just average (there could have been some great grunts and scrapes noises if the programmers had thought a bit more about it). The gameplay is enhanced immensely when playing in four-player mode and is well worth purchasing a joypad adaptor for. But there's one major problem with *Beach Volley*: the little arrow that indicates where you should stand to return a shot is just not accurate. It's most infuriating to spend ages positioning yourself on the spot only to find that the ball seemingly goes straight through your arms.

Volleyball is not a popular game in Iraq, they prefer to play in other people's sand.

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: '**Batman The Movie**' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000

For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:
The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE ! ROBOT MONSTERS:
Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:
Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:
The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR FREE BROCHURES

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017	
BUSINESS/EDUCATION:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-308 0888**	
Order Lines Open: Mon-Fri 9.00am-6.00pm	Closed on Saturdays	Fax No: 081-308 0608	

To: Silica Systems Ltd, Dept RAZE1290-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), if any, do you own? ..... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

BETRAYAL

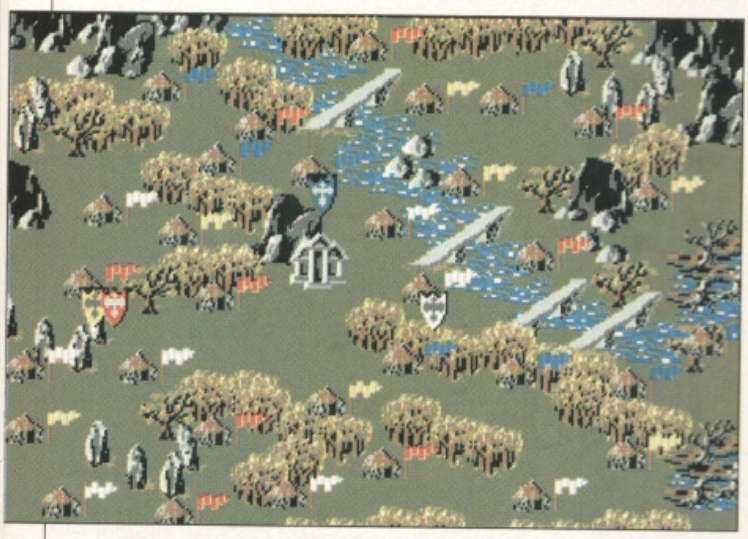
RAINBIRD ■ ARCADE CONQUEST

Les Ellis saddles up his horse and rides off to do combat with the knights of the Middle Ages

■ **Don't be put off by *Betrayal*'s strategic adventure look, it's a game soaked in atmosphere and dripping with blood.**

There once was a time when Britain was not centred around the smog-filled capital of London, but around the feuding borders of England, Wales and Scotland. Throughout the 13th-16th century, the Marches, as they were known, were the centre of some of the bloodiest battles Great Britain has ever seen...

In the West Marches of the 15th century, between England and Wales, the only currency of value is power. The extent of your wealth is gauged by the number of towns which you own. A shrewd 15th century property developer will invest money in his land, develop more towns, produce more output, and, subsequently, make more money to continue the climb up the social ladder in pursuit for more power.



■ **Management of your assets is as important as any fight. If you forget to pay the King or Bishop, they'll have your head.**

The King and Bishop both levy heavy taxes on land owners, and if you fail to keep up your payments, you'll fall out of favour and drop down the social ladder. But paying taxes promptly, or even adding a bit extra occasionally, will get invited to place representatives in either the King's or Bishop's court. These Courtiers are your way to gain real power and influence over the land.

Each court has places for up to 24 Courtiers, with some already filled by your representatives at the beginning of the game. However, bribery alone will not be enough to fill your required 13 seats for control of a court. Some unwanted Courtiers will have to be 'removed', if you get my drift. Of course, with up to three other opponents also trying to grab Courtiers (including yours), you'll need a good deal of political manoeuvring, known roughly in these parts as a knife in the back.

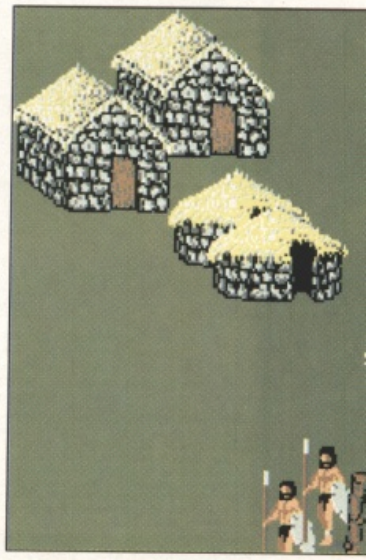
Each player starts on an independent skill level, from knight to duke. Each level gives you more money, but fewer Courtiers in the courts at the outset.

There are 32 towns within the land, with each player having control of eight. The towns are inhabited by farmers and militia among others. The militia can be recruited into your own personal fighting force, but taking too many will leave a town undefended. You can only harvest your towns once a year, so don't always rely on a guaranteed income from this. However, taxes can be raised or lowered to keep you in comfort whilst preventing the townspeople from revolt. You can also make a few extra pennies by charging people a toll if they wish to pass through the town.

After travelling around the countryside, mapping as you go, you will eventually come across one of your opponent's towns. Here you get two choices: war or peace. If you choose peace (wimp) then you will be allowed to pass through the town unhindered. If, on the other hand, you decide to play dirty (yeah!) then you can declare war on the town. When the declarations are made, the town's militia will come up against your personal force. This leads to an arcade scene (which can be turned off for traditional strategists) where the two forces do battle until one man is left standing. The victor takes control of the town. If you lose the battle, your opponent captures you. This can be most awkward as you'll miss turns until you can find enough money in your personal fortune to pay the ransom being demanded by the town.

■ **The Book of Betrayal will inform all new entrants to the game about the background to the area and the tumultuous reception they have waiting for them.**

While you're galavanting around the countryside, it's worth remember-



FAMOUS BETRAYALS OF OUR TIME

- **Julius Caesar was betrayed by his best friend, Brutus (so splash that all over, Jools).**
- **Atilla the Hun betrayed his wife by dying on their wedding night.**
- **The most famous betrayal of all came from Judas Iscariot who set-up Jesus for just 30 pieces of silver.**

Spaniards of yesteryear cleaned their teeth with urine.

■ Without some assassinations you won't be able to fully infiltrate the court, but spying is much more satisfying in the long run – especially when you dig up some dirt on your competitors.

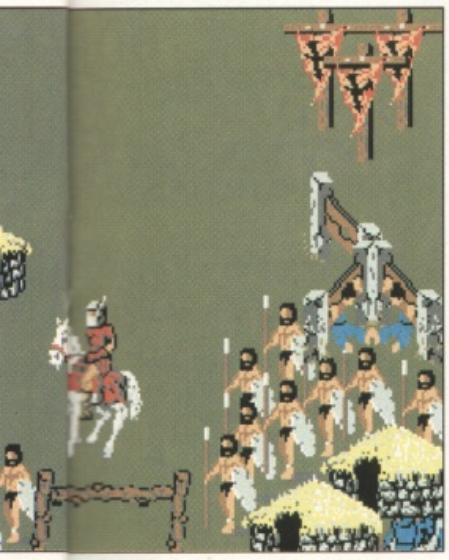
ing why you're there. You have to make regular visits to the King's or Bishop's court to pay your taxes, and try to add another of your clansmen to the King's council.

This all sounds very simple, and indeed the concept *is* very simple – but there are several ways to go about completing your tasks. Paying taxes is easy, but real fun starts when treachery and betrayal enter the game.

You can hire an assassin to bump off one of your opponent's Courtiers but be careful as a clumsy assassin may leave evidence. This evidence can be used in a trial against one of the players where the accused may receive the wrath of the King or the Bishop – not very desirable. If you feel that another player is up to monkey business, you can employ the services of a spy to watch your opponents and learn of any evidence against them.

Basically, you have two choices; play clean or dirty. Each has its own advantages and disadvantages. But, as everyone knows, a bad reputation is hard to shake off...

■ Your trusty steed is the only way to travel.



RATINGS

AMIGA 85%

£24.95
NOVEMBER

Betrayal **almost claws its way into RAZE Ravedom. Don't be put off by the idea of this being a strategy game. If you want an arcade game, there's a damn good fighting section, but after a while the flash graphics and great sound effects are pushed aside and the real treachery takes over. For a game that's immersed in atmosphere and playability, you can't go far wrong with** ***Betrayal*****.**

PREVIEW

The two-disk Atari ST version (£24.95) expected at the end of November has exactly the same screen layout as the Amiga, and plays in a similar fashion. The IBM PC version (£29.95) supports all screen modes (including VGA/MCGA) and features tunes and effects for the AdLib and Roland sound modules.

DON'T LOSE YOUR HEAD

★ Keep in with the King and Bishop by paying your taxes on time. Paying higher taxes makes you *very* popular.

★ Collect and buy as much evidence against your opponents as is possible.

★ Learn to protect your towns, you can't harvest towns you don't own.

THERE'S A NEW BOY IN TOWN

- You've read the reviews, you've longed to get your hands on one, and now at last the Game Boy has arrived.
- The pocket sized games machine measures just 148 x 88 x 31mm. It's the portable powerhouse you can take anywhere.
- The Game Boy runs on four AA batteries and comes with a free copy of Tetris and stereo earphones.

Only £64.99

CARTRIDGES

- Alleyway
- Golf
- Super Mario Land
- Qix
- Solar Striker
- Tennis

Only £19.99 each

Please phone for latest releases

All prices include VAT & P&P.

Send to: Gameboy Offer, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086

I would like to order _____

and enclose a cheque/PO for _____

Name _____

Address _____

_____

_____

Postcode _____ Tel No _____

XIPHOS

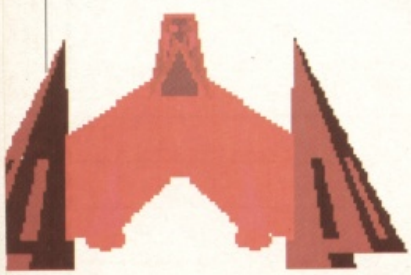
ELECTRONIC ZOO ■ ARCADE ADVENTURE

Liking the look of the crisp-shaped spaceships, Julian Boardman grabs the nearest joystick and shoots for the stars

There's something soothing about deep space. All calm, serene and so huge it defies comprehension. Its size is one of those concepts that can only be fully understood when totally wrecked, that and how the outside edge of a record manages to travel at the same speed as the inside edge even though it travels further in the same time.

the life cycle of a Xiphon ends in a horrible green puddle of steaming liquid

The *Xiphos* game world consists of six large artificial universes, each populated by assorted numbers of the two warring factions, the Pios and the Qons. The Galactic council has sent you in to find out what is going on, but ultimately destroy the rogue Xiphos that causes blips in the space-time continuum.



Now the obvious answer would be to fuel you up, send you in with more than enough weapons to wipe the thing out and come on home. However, there is an energy field across the six universes that decreases your energy as you travel south. And surprise, surprise the gateway to the next universe is always as far south as you can get.

This means that you have to buy energy from one of the many space stations, and the only way of getting money is to shoot people. If you shoot one of the Qons, the Pios will reward you, and if you get rid of a Pios, the Qons will bestow great gifts upon you – it seems you can't fail. But there's a catch. If you shoot one faction it means you cannot land at one of their bases, if you shoot down both factions, you're stuffed!

You are fundamentally a bounty hunter in your travels across the universe, which makes me wonder why it is so difficult to shoot anything. The missiles you are supplied with have no capacity to home in, so a hit is more by luck than judgement. The only way I can see of getting anywhere is scoring a lucky hit then buying some homing missiles.

This game needs attention over a long period of time, but being forced to spend so long trying to shoot just one enemy means that it soon wears very thin. Not even the wonderfully pretty spacescapes could hold my interest for very long. It is billed as a "Trading Game" but it is nothing more than a 3-D shoot-'em-up with the chance to buy extra weapons. There is no buying or selling of commodities, and you don't get any of the fun of blasting a huge amount of aliens remarkably quickly. A compromise without the best elements of either.

A HITCHHIKER'S GUIDE

Base code M112
Class: Civilian settlement
Population: 2,000-5,000 beings
Sex Ratio: 40:40:20(?)

Base code B2
Class: Worship area/Temple
Population: Transitory 200-300

Base code M100
Class: Hospital
Population: Transitory 400-500

Base code TON3
Class: Geriatric aliens' home
Population: Transitory 800-1000

Base code M118
Class: Pleasure sphere and restaurant
Population: Permanent 130

AMIGA 76%

£24.99
NOVEMBER

It looks amazing, the filled vector graphics of the ships and bases that you come across on your travels are solid, without a hint of flicker anywhere. Plus, the programmers have made the planets and the distant star systems in varying colour to make "space more interesting". The audio effects show little imagination, which is a pity as they may have added something to this good-looking but otherwise missable game.

ATARI ST 76%

£24.99
NOVEMBER

This version runs at a slightly slower rate than the Amiga, which still doesn't make things any easier. Sound, which was unimpressive on the Amiga, is even worse on the Atari, with the same pathetic beeps and burps. A good idea badly implemented.

He that fights and runs away, may live to fight another day.

THE WORLD'S MOST POWERFUL FREEZER-UTILITY CARTRIDGE

IS NOW EVEN BETTER

THE NEW MK II VERSION IS HERE!!

Amiga Action Replay

STILL ONLY

£59.99

POST FREE
FOR THE A500/1000

A2000 VERSION AVAILABLE

£69.99

PLEASE STATE WHICH COMPUTER YOU HAVE WHEN ORDERING

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM, THEN YOU CAN...

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem(Fatter Agnus).
- **UNIQUE INFINITE LIFE/TRAINER MODE - NOW MORE POWERFUL**
Allows you to generate more and even infinite lives, fuel, ammo, etc. Perfect as a trainer mode to get you past that "impossible" level. Very easy to use.
- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory ● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample ● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature ● Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers ● Notepad ● Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling ● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING
Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

Access VISA

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TECHNICAL/CUSTOMER SERVICE 0782 744324

AAR 2

GLOBULUS

INNERPRISE ■ ARCADE PUZZLE

Les Ellis bounces with joy at the thought of another puzzle game to review

Ever wanted to be a green blob? Er, didn't think so. If you did happen to feel the urge to cover yourself in styling gel and fall down the stairs, then we could have just the game for you here.

Survival is the name of the game for our almost eponymous hero Globy as he must overcome 25 perilous levels. Each level is made up of up to eight vertical sections. You must guide Globy from top to bottom without falling foul to any of the obstacles cunningly placed on the paths.

BOUNCING TIPS

★ Try to plan your way around the levels when you start, don't be afraid of waiting on the starting block while you trace out a safe route.

★ Work out where the direction changing blocks will take you before you chance standing on them.

★ Smart bomb anything that moves at the start of each level, it stops embarrassing accidents later on.

★ If things don't look too good give the screen a flip, it can cast a whole different perspective on things.

There's one problem that our Globy has, he can only travel downwards. If he encounters a brick wall, he's stuck – almost. The green goo ball has the power to flip the screen upside-down and continue his travels like that.

In fact, the screen is full of little hassles that will prevent smooth progress to the bottom. While some of the squares on the paths are just right for standing still and admiring the view, others have various different and often quite lethal properties. Some squares will throw you over a few spaces, others will turn you around, some may make you slide onto the next square.

Mines are laid on some squares and these must be blown up or avoided if a successful solution is to be obtained. All your problems are not stationary though, there are some lifeforms moving around that, while being equally as cute as you, are not quite as friendly. You are equipped with smart bombs to dispose of these nasties and dynamite to clear any obstacles in the way. Smart bombs and screen flips can be picked up along the way or bought at the end of each level providing you have enough bonus points. You can also exchange bonus points for extra lives. *Globulus* is an unusual concept for a puzzle game and as such will appeal to a lot of people. More importantly it's damn addictive and fun to play.

THE BLOCKS AND THEIR POWERS

NAIL MAT – touch this and you're dead meat

FLIP SCREEN – touch this and the screen flips

ICE – makes you slide to the next square

BOUNCES – bounces you to the next square

■ **Innerprise's last game was Battle Squadron. Since then, they've changed importer and now have The Software**

RATINGS

AMIGA 80%

£24.95
OUT NOW

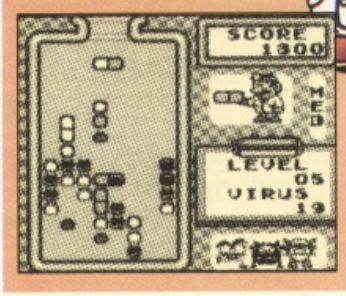
The graphics in *Globulus* while not big, are colourful and detailed enough to be cute. The tunes and effects are bright and bop along merrily during the game. The gameplay shines; it is amazingly addictive and will keep you coming back to complete just one more level – even if you do have the codewords.

DR MARIO

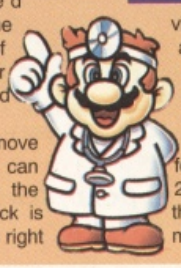
NINTENDO ■ ARCADE PUZZLE

Don't say it! I know what it looks like.

The *Tetris*-like screen represents the human throat leading to a body infected with a virus. Dr Mario (father of the Mario Bros) throws capsules made up of two halves into the throat. Each half is coloured either grey, white or black. The capsules must be placed on top of the corresponding coloured virus. By placing three similarly coloured blocks over the top of a block of virus of the same colour you clear the virus and the blocks above it.



As the capsules move down the screen, you can rotate them to ensure the particularly coloured block is correctly placed over the right virus. Occasionally, you'll place an incorrect block over the top of a virus. The only way to get rid of it is to place three other blocks of the same colour over the top of it – thus making all four blocks disappear. There are 20 levels of virus infection at three speeds with two types of music (fever and chill).



GAME BOY 81%

£26
IMPORT

Two-player games on the Boy are always fun, but people with a UK Game Boy will already have *Tetris*, the original and still the best puzzle game.

CURSE OF RA

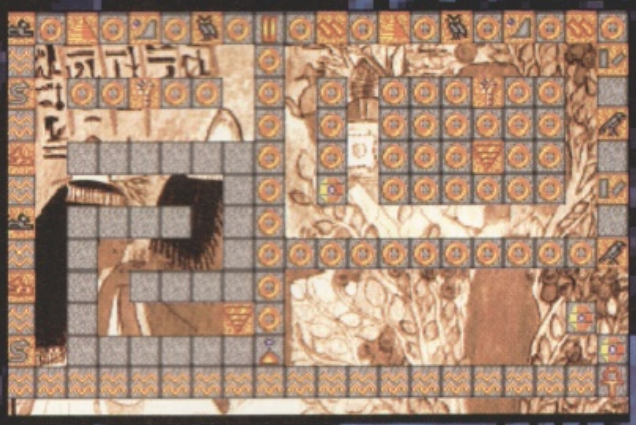
RAINBOW ARTS ■ PUZZLE

Cursed to live as a beetle for passing wind in front of the Pharaoh, Julian Boardman's only chance was to solve this fiendish puzzle game

Ancient Egypt, the land of the Sphinx, princesses, pharaohs and smelly camels. It's the perfect setting for a game that teases the mind in the same fiendish manner that the curses of high priests always did.

Like all the best puzzle games, *Curse of Ra* is devilishly simple. Your beetle runs around the screen which is made up assorted symbols, stones or just plain gaps. The idea is to clear the screen of all symbols by matching them to one another (a bit like mah jong). To do this the symbols must be in the same vertical or horizontal plane. If they are, the joystick-controlled beetle sits on one then moves the cursor onto the other matching symbol hitting fire when it arrives. The beetle must then move before he falls into oblivion as the pieces disappear. It is also possible to manoeuvre the symbols about the screen while the beetle is on board until they are in the correct position to be removed, and once the screen is cleared the beetle must return to the Ankh symbol where it started.

■ This is merely level 11 out of 100! Confused? You will be.



■ It may have attractive backgrounds and detailed tiles, but it's the playability that makes *Curse of Ra* another puzzle game you should have in your collection.

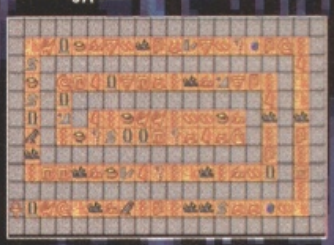
All is not as simple as it sounds, the symbols are often scattered in such a way as to make it very difficult to clear them without leaving yourself stuck in the middle of nowhere. To make matters more complex there are ice squares which send you sliding on further until you reach the end of the ice, often sending you off the edge of the playfield. There are also tiles which vanish when you walk over them. These disappearing pieces must also be cleared to progress to the next stage, and it needs careful planning to remove these without leaving yourself stuck in a hopeless situation.

The game has two modes, an untimed Logic game, which requires far more intelligence than I've got to get anywhere, and the timed Arcade game which has fewer actual problems to overcome, putting emphasis on speed and accuracy rather than analysis and deduction. Passwords are given after every level on the Logic game, with game position being saved on the Arcade side.

Ra's an entertaining puzzle game that allows the two main skills of puzzle games – speed and mental agility – to be used separately depending on which aspect you feel most inclined to. Either way, *Curse of Ra* provides a very taxing, often frustrating, puzzle game.

■ The old Chinese game of Mah Jong tries to infiltrate British households yet again, this time under the guise of *Curse of Ra*. (Nice try, but we've spotted it.)

■ I'm sure things were never this difficult for the Egyptians.



WALKING LIKE AN EGYPTIAN

- The Great Pyramid at Cheops in Egypt is the largest sundial in the world.
- Camels can only mate if the female stands in a hole. It is now widely believed that the species would not have survived without human intervention to dig the holes!
- Egyptian surgeons had their hands cut off if their patients died.
- Arabic was not spoken in Egypt until the 17th century.

AMIGA 66%

£24.99
OCTOBER

Each of the symbols is well detailed, allowing quick and easy identification of the pieces during play. Without this, you could easily find yourself removing fistfuls of your own hair at a disturbing speed. The digitised backgrounds, showing assorted Egyptian scenes, add a certain something to the game's look and atmosphere if nothing to the gameplay, which is simple enough to be picked up quickly but has room enough for any degree of complexity. The accompanying tune is suitably dramatic, someone in the office reckoned it sounded like the theme to Conan The Barbarian, still, I've made an appointment for him at the local funny farm.

ATARI ST/STE 85%

£24.99
OCTOBER

Gameplay remains identical, but the backgrounds lose definition and shaded colours on this translation. Either version still gives a damn good game.

"DOUBLE ...

THIS TIME THEY'VE GONE TOO DAMNED FAR !

Screen shot from Various formats

LINE OF FIRE™

U.S. GOLD

Available on
CBM 64/128 & Amstrad cassette & disk,
Spectrum cassette, Amiga & Atari ST.

©1990 Sega™.
All rights reserved.
Sega™ is a trademark
of Sega Enterprises Ltd.

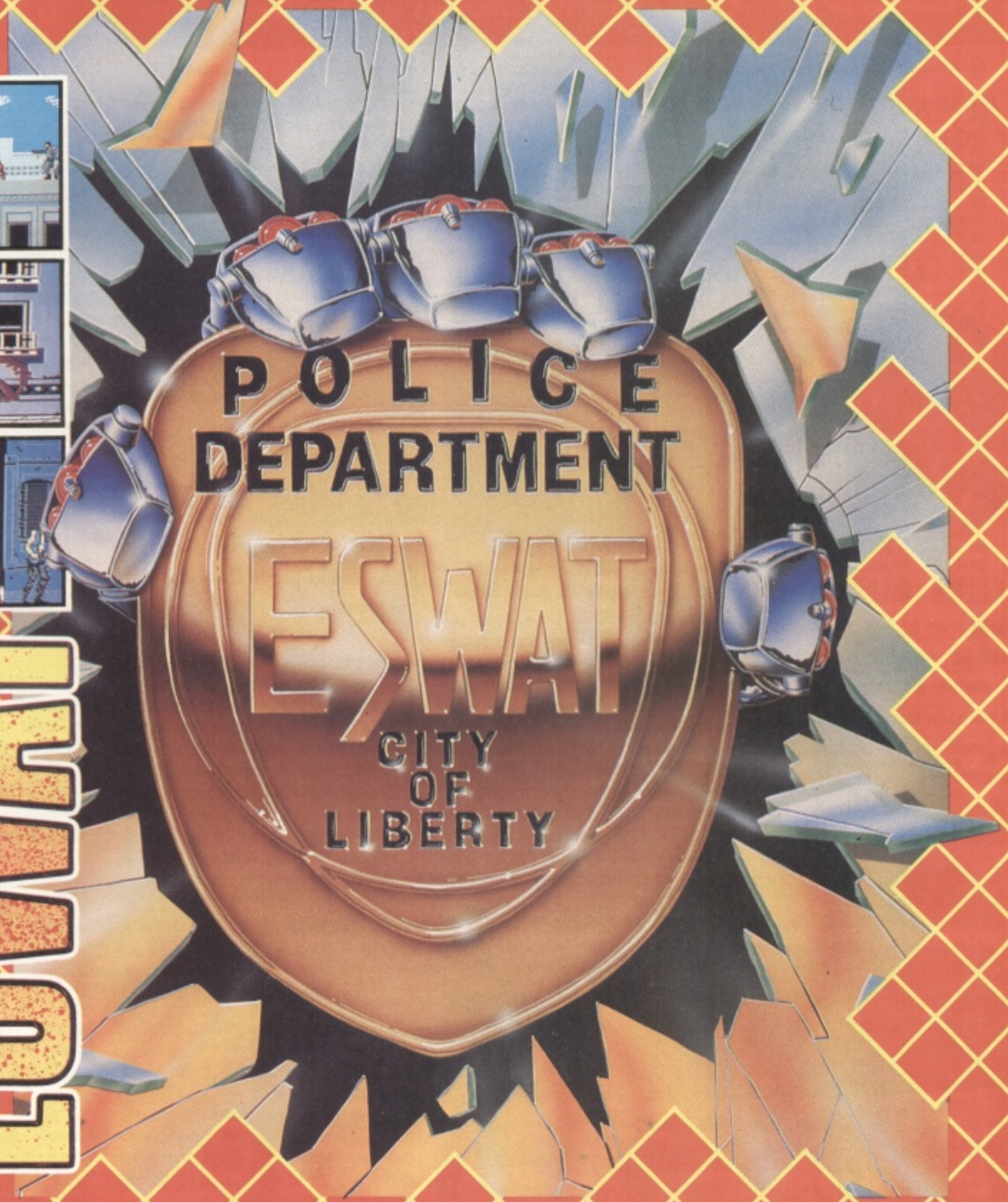
SEGA™

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford,

.TROUBLE !"

ARE YOU MAN ENOUGH TO WEAR THE ESWAT™ BADGE?



ESWAT™

U.S. GOLD®

Available on
CBM 64/128 & Amstrad cassette & disk,
Spectrum cassette, Amiga & Atari ST.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Birmingham B6 7AX. Tel: 021 625 3366.

LEGEND OF THE LOST

Les Ellis gives up the booze to find the missing woman

We've all seen them, the old movies where the men are heroes and the women are just there to be rescued. Now you can actually take part in such a movie because Impressions' latest release is just that.

Jack is the hero with the drink problem. He has had a fight with his girlfriend, Jane, the airline stewardess. The two lovers have fallen out over Jack's use of a banana (er, don't ask). Grief stricken, Jack has rushed off to the airport in the hope that he can talk to Jane on the radio, and make her see that they were meant for each other.

However, while they're chatting away about this, that and the other, the plane gets into trouble and has to crash land in a dense African jungle. Spurred into action and ignoring the fact that he is grounded, Jack climbs into an old biplane and heads for the jungle. (What a guy!) While on his way to Africa, it transpires that Jane's plane didn't actually break down, it was shot down. Jack straps in and prepares for trouble – so do you!

You soon encounter the terrorists and leap into action. Jet fighters zoom in from all angles, blasting rockets at our not-so-helpless hero. You can return their fire with the small cannons attached to the front of your plane. Don't get too distracted, though, as you'll have to bail out at the first sign of plane wreckage.

The next part of your quest takes you through the undergrowth of the jungle below, armed only with a handgun. Strange shapes move in the distance, and it is only when they get closer that you can distinguish them as charging rhinos. As they storm through the jungle, you realise that it's no good trying to shoot the lot of them, you're gonna have to run for your life.

After much huffing and puffing you eventually come upon a small village at the foot of a volcano. The natives inform you that some strangers passed through the village quite recently, and a girl called Jane was among them. The last they saw of them was when they attempted to climb the volcano. So you pack your rucksack and get climbing.

As you ascend the volcano you make a frightening discovery – the volcano is still active. Rocks fly down the hill and stones fall away from beneath you. Discretion becomes the better part of valour and you dive for shelter in the nearest cave.

The cave leads to a maze which forms part of the volcano. Somewhere in here your beloved Jane is waiting (and not a sign of Des anywhere! – Neighbours in-joke). When you have found her don't hang around, set the detonator and run.

But things aren't over yet, as you've got to get all the way back through the seven levels. Even Indiana Jones didn't have this much trouble...

■ After hearing news of your girlfriend's abduction, you 'acquire' the nearest biplane

GETTING THE HORN

- **Ground rhino horn is a powerful aphrodisiac – trouble is, nobody knows where to get it from.**
- **Did you know that most clearings in the jungle are created from two rhinos mating?**
- **There are two types of rhinoceros. The Indian rhino, which has just one horn, and the white rhino which has two!**

JUNGLE TIPS

★ **On the first level, try to pull up to avoid the planes. If you go down, you'll lose speed.**

★ **Shoot the rhinos as soon as they appear on the screen, don't let them get too close.**

★ **After you've shot the closest rhinos, run like hell to make it to the next screen.**

Did you know that most clearings in jungles are caused by two rhinos mating?

■ After bailing out of the plane, your next problem is to deal with the wildlife.

RATINGS

AMIGA 70%

£24.99
OUT NOW

The Amiga version of this game captures the B-movie feel. There's a great introductory sequence, telling the storyline with film footage and a running commentary. The in-game graphics try to create an absorbing atmosphere but fail to convince due to their lack of content and poor attention to detail. Gameplay is good at first but soon becomes boring after repeated play. It's possible to get over some of the repetition by entering level codes, but you still don't go back for more.

PREVIEW

There's an Atari ST version (£24.99) in the works, which should be finished by now, and a CDTV version is slated for release early next year. Both versions should change little from the Amiga original.

Rats can survive longer without water than camels.

BARGAIN SOFTWARE
MAIL ORDER
GUARANTEED NEXT DAY DELIVERY

RING NOW ON

(081) 747-8921 10AM-10PM 7DAYS
(081) 747-8923 10AM-10PM 7DAYS

Access VISA

	ST	AMIGA
F19 Stealth Fighter	21.99	21.99
Dungeon Master	16.99	16.99
Ultima V	21.99	21.99
F29 Retaliator	16.99	16.99
Back To The Future 2	16.99	16.99
Blade Warrior	16.99	16.99
Shadow Warriors	14.99	16.99
Sly Spy	14.99	16.99
Lost Patrol	14.99	16.99
Heros	21.99	21.99
Chaos Strikes Back	16.99	16.99
Midwinter	22.99	22.99
Kick Off 2	16.99	16.99
Their Finest Hour	21.99	21.99
Grand National	14.99	14.99
Rorkes Drift	16.99	16.99
Damocles	15.99	15.99
Oriental Games	16.99	16.99
Tie Break	16.99	16.99
Flimbo's Quest	16.99	16.99
International 3D Tennis	16.99	16.99
Champions of Kryn	21.99	21.99
Bomber Mission Disk	11.99	11.99
East vs West Berlin	16.99	16.99
Combo Racer	16.99	16.99
688 Attack Sub	16.99	16.99
Sim City	21.99	21.99
Flight of the Intruder	21.99	21.99
Dragons Breath	21.99	21.99
Star Blade	16.99	16.99
UMS II	21.99	21.99
Conqueror	16.99	16.99
Rainbow Islands	15.99	15.99
The Keep	16.99	16.99
Jack Nicklaus Greatest 18 Holes	16.99	16.99
Ultimate Golf	16.99	16.99
Last Ninja 2	16.99	16.99

FREE FOOTBALL BOOK
WORTH £3.99
With Every Football Game Ordered

WHILE STOCKS LAST

	ST	AMIGA
Addidas Soccer	14.99	16.99
Emlyn Hughes International Soccer	16.99	16.99
European Super League	16.99	16.99
Football Manager II + FREE Expansion Kit	14.99	14.99
Football Manager World Cup Edition	14.99	14.99
Footballer of the Year II	14.99	14.99
Italy 1990	16.99	16.99
Kick Off 2	16.99	16.99
Kick Off Extra Time	5.99	5.99
Kick Off	11.99	11.99
Liverpool	16.99	16.99
Man. Utd	14.99	16.99
Microstyle International Soccer	16.99	16.99
Player Manager	14.99	14.99
Soccer Manager Plus	14.99	14.99
Super League Manager	14.99	14.99
World Cup Soccer	14.99	14.99

3.5" Blank Discs

2 For 1 Lifetime Guarantee
All Discs are DS, DD and are individually sleeved and supplied with labels.

10 Discs	7.99
20 Discs	14.99
30 Discs	21.99
50 Discs	37.50
100 Discs	69.99
"Blanks Disc Boxes (Holds 80 Discs)	12.99

	ST	Amiga
Tech	2.99	2.99
Mafdet	2.99	2.99
Bad Company	3.99	3.99
Laser Squad	4.99	4.99
Archipelagos	2.99	2.99
Safaro Guns	2.99	2.99
Soldier 2000	3.99	3.99
Cosmic Pirate	2.99	N/A
Stargoose	2.99	2.99
Sargon 3	2.99	N/A
Alien Legion	N/A	2.99
Pioneer Plague	N/A	2.99
Powerplay	2.99	2.99
No Excuses	2.99	N/A
Limes & Napoleon	N/A	2.99
Tin Tin On The Moon	2.99	2.99
Action Service	2.99	2.99
Eye of Horus	2.99	N/A
Aladdins Magic Lamp	N/A	2.99
Veteran	N/A	2.99
Prospector	N/A	2.99
Slayer	3.99	3.99
Steel	3.99	3.99
Battle Valley	3.99	3.99
Barbarian 2	2.99	N/A
Bio Challenge	2.99	N/A
Saint & Greavsie	N/A	2.99
Chessmaster 2000	3.99	3.99
F18 Interceptor	N/A	2.99
Chicago 90	2.99	2.99
G-Nus	2.99	2.99
Vindicators	2.99	2.99
S D I	2.99	N/A
Castle Warrior	2.99	N/A
Iron Trackers	2.99	N/A
Dark Castle	2.99	N/A

That'z Entainment
259 High Street
Walthamstow E17
Open 9am-5pm Mon-Sat
Closed All Day
Wednesday

405 Chiswick High Road
London
W4
Open 7 Days
10pm-10pm

18 Market Square
Leighton Buzzard
Open Mon-Sat
10am-6pm
(Closed Thursday)
Tel: (0525) 371884

2 Denmark Terrace
Fortis Green
London N2 9HG
Nearest Tube East Finchley
Mon-Fri 1pm-11pm
Sat-Sun 11am-11pm

Unit 33/34
Romford Shop Hall
Romford
Open Mon-Sat 9am-5pm
(Half Day Thursday)

ALL SHOPS ARE INDEPENDENT
BARGAIN SOFTWARE, 405 CHISWICK HIGH ROAD, LONDON, W4 1AA

ARCADE CONSOLES SPECIALIST CONSOLE SHOP OPEN 12-8pm 7 Days A Week

MEGADRIVE CARTRIDGES

Super Hang On	34.99
Space Harrier II	34.99
Super Thunderblade	34.99
Thunder Force II	34.99
Thunder Force III	34.99
World Cup Soccer	34.99
Master Golf	34.99
Super Hyolide	34.99
Rambo III	34.99
Forgotten World	34.99
Ghostbusters	34.99
Ghouls & Ghosts	34.99
Tatsujin	34.99
Super Shinobi	34.99
Golden Axe	34.99
Air Diver	34.99
New Zealand Story	34.99
Final Blow	34.99
E-Swat	34.99

PRICE PROMISE
If you wish to purchase any product from our list and find that you can buy our product cheaper from any UK Mail Order Company simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

JUST RELEASED
On Megadrive
BATMAN Only
£34.99

MEGADRIVE GAMES
Special Price
Phelios £29.99
Phantasy Star II
£49.99

MEGADRIVE CONSOLE
PAL OR SCART
ONLY £149.99
Inc FREE GAME of your choice (NOT PHANTASY STAR II)

Spend over £40 and get a FREE Megadrive Joypad worth £24.99.

SEGA 8 BIT
Below is only a sample of our range.
Full list on request.

Basketball Nightmare	26.99
California Games	26.99
Chase HQ	26.99
Ghostbusters	26.99
Golden Axe	26.99
Rambo III	26.99
Shinobi	26.99
Slap Shot	26.99
Wonder Boy III	26.99

Large selection of Handheld Games & Hardware at keenest prices. Ring for more details.

309 Goldhawk Road, London, W12 Tel: (081) 741 1222

RAVE

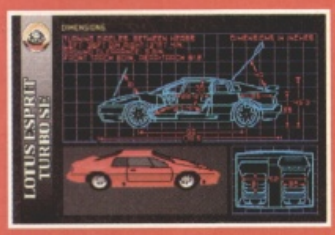
LOTUS ESPRIT TURBO CHALLENGE

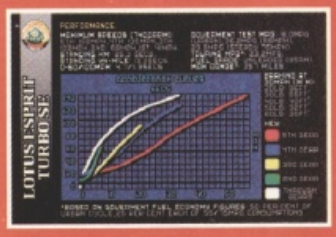
GREMLIN GRAPHICS ■ RACING SIMULATOR

The Lotus Esprit is the finest British sports car of our time. Julian Boardman tries it out with a plastic seat cover in case he wets his pants and damages the seats

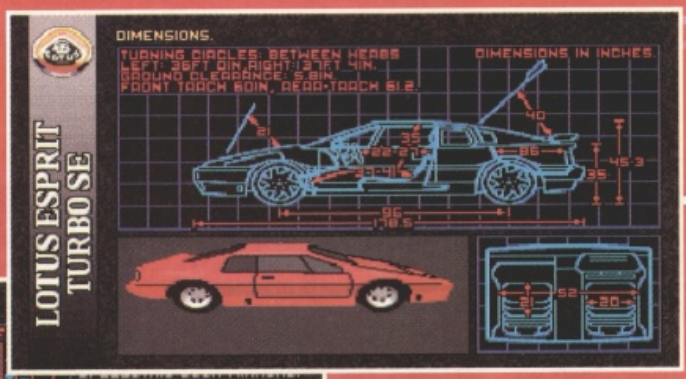
There is nothing to beat the smell of leather and the throaty roar of a highly-tuned performance engine to set those male ego fantasies spiralling into the realms of unbelievable debt – a brand new Lotus SE Turbo will set you back a cool £55,000. So for those of us who are slightly less wealthy than the average magazine editor, Gremlin Graphics have thoughtfully provided a quasi-race game for home consumption (pity you can't drive it around town, though).

Instead of going for the easy option of churning out another racing game with a sprite that looks more like a shoebox than a race car, Gremlin decided to copy the performance of the SE Turbo exactly. Acceleration has been tweaked slightly to improve the fun, but the five gear ratios remain identical to the real thing. Fuel consumption has also been attended to, an automatic box will slurp more of that ridiculously expensive stuff (£2.40 a gallon at time of writing!) than a manual box would, again mirroring real-life performance, also acceleration and top speed are slower with an auto box – nothing has been left out.





■ If it's vital statistics you want, Linda Lusardi's are 36, 25... er, *Lotus Esprit Challenge* is full of them.



Despite its incredible performance, the Esprit runs on unleaded fuel.

Once in the car you must first select a track. Not a race track, but a music track from the CD player, of course. (If you're paying £55,000 for a car, you expect a CD player, don't you?) There's nothing better than screeching along country lanes in a Lotus Esprit with ZZ Top blasting from the CD player (so I'm told).

After choosing which control method you want – preferably one which avoids travel over the grass and up a tree – you've got the choice of a manual or automatic gearbox. The latter is strongly recommended for those without a current driving licence, or those with more than 10 points on their present licence.

Your aim is to prove your worth, and show you're good enough to qualify for a Lotus Licence. To do this all 32 races – seven easy, ten medium and 15 hard – must be completed with your shiny red Lotus in the top ten of a field of 20. If any race is finished outside the top ten your Lotus is garaged. In the two-player version, only one player has to qualify for both players to go through.

Points are scored a similar fashion to a grand prix – 20 points for first through to two points for tenth – with an on-going table of positions featuring such luminaries as T. Hairy Bootson, Nigel Mainsail and Ayrton Sendup.

Your starting position in the first race is always at the rear of the pack, the position on the grid in the next race determined by your result in the last: the higher your finishing result the further back on the grid you languish. You know you're doing bad if you start in pole position.

The split screen has player one on top, the optional second player beneath, with each player enjoying their own view of the track from just behind the Lotus. On the righthand side of the respective splits is a status bar, position, fuel, speed and revs. Top left is a bar chart representing the number of laps left for you and your opponent.

As soon as you take off from the grid, weaving through the 18 or so cars in front of you, the first thing you notice is the speed, then you realise how remarkably smoothly animated the track is. It is actually quite stunning, then, lost in a rapture over how far programmers have come in the past few years, you career off the track

and into an unfortunately placed signpost.

To add to your troubles, most e 18 other white Lotuses are remarkably good at steering across your path as you try to zoom past them. This adds yet another dimension to the game as you try a little Nigel Mansell type left-right flick to fool the driver in front, thus allowing you to whizz past like a mad thing, or crunch into the rear of him slowing you down dramatically. Then you've got lane closures to contend with, fuel shortages that could force a time consuming pitstop, and deliberately misleading danger signs as you trek across the world to various tracks. And the tracks you come across are undoubtedly diverse; there's even a snow-bound track which is totally devoid of markings, the track is invisible, forcing you to use your intuition and follow it through the trees.

the Lotus Esprit Turbo SE accelerates from standstill to 60mph in 4.7 seconds. In 11.9 seconds the SE will hit 100mph

The second best thing about this game, following its mind-gibbering graphics, is its addictive qualities. Unlike some racing games, *Lotus* gently draws you in on the first few levels, letting you win the odd race here and there, then hits you with a stonker of a track with more obstacles than the Krypton Factor. Of course, by then it's far too late, you're hooked, you need that six hours of hard racing every night to survive. Then if there's two people playing you might as well just say goodbye to your family because you are not going to see them for a *long* time. Not only have you the computer to beat, but that guy who you now hate for beating you, and was once going to be your best man, to thrash soundly as well.

■ After a race, you can put your Lotus in for a service. Sadly Linda isn't around to participate.

RATINGS

AMIGA 94%

£24.99
11/90

The graphics set a new precedent in race games. For instance, each trackside item uses 17 sprites as it gets closer to you – that's 32 including the bottom half too. All this going on and it is still outrageously fast! The sampled screeches and the bumps as the car goes over the kerb are extremely realistic. Playability is excellent as the controls are very easy to pick up. A real winner.

PREVIEW

You can look forward to conversions for the Atari ST (£24.99) and IBM PC (£24.99). The speed and animation should be the same high quality, although you'll need a fast machine if you're hoping for a playable game on the IBM PC. Atari ST and IBM PC owners shouldn't worry too much if the sound isn't quite as good as the Amiga. Expect both versions before Christmas.

Lotus have secured 79 World Championship wins.

NEC PC ENGINE
STUNNING XMAS SPECIAL

- Over 200 titles
- Price includes free game
- 12 months warranty
- Guaranteed 14 day delivery

ACCESSORIES

ASCII Joystick	24.99	New Zealand Story	29.99
Battle Set (Joypad + 5 Player Adaptor)	29.99	Nectaris	32.99
Five Player Adaptor	14.99	Necromancer	29.99
YS (CD Rom)	29.99	Overhauled Man	12.99
Pro Basketball	29.99	Pacland	29.99
Bloody Wolf	29.99	Poor Story	12.99
Bull Fight	29.99	R-Type 1	32.99
Cybercross	19.99	Rock On	24.99
Deep Blue	12.99	Space Harrier	12.99
Drunken Master	12.99	Shada	12.99
Dragon Fighter	12.99	PC Kid (Bonk)	32.99
Victory Run	32.99	Neutopia	32.99
Wataru	24.99	Shinobi	32.99
War of the Dead	12.99	Shanghai	12.99
Dungeon Explorer	32.99	World Series Baseball	12.99
Knight Rider	32.99	Sweet Meeting	12.99
Legendary Axe	32.99	Tales of a Monsterpath	12.99
Golf Boy	19.99	Power League Baseball II	24.99
F1 Pilot	12.99	Honey Sky	19.99
Energy Man	12.99	Galaca '88	32.99
F1 Triple Battle	29.99	Volfield	29.99
Fantasy Zone	19.99	Vigilante	24.99
Space Adventure (CD Rom)	12.99	Wonderboy II (CD Rom)	12.99
Heavy Unit	29.99	P47	24.99
Mr Heli	19.99	Tiger Road	24.99
Japan Warrior	12.99	Atomic Robo Kid	24.99
Motoroader	19.99	Blodia	24.99
Side Arms	32.99		

Send to: PC Engine Offer, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086

I would like to order (Secify PAL or Scart) _____

and enclose a cheque/PO/Credit card details for _____

Access/Visa (*delete as appropriate*) Expiry Date _____

Name _____

Address _____

Postcode _____ Tel No _____

PROPHECY 1 – THE VIKING CHILD

WIRED ■ PLATFORM PUZZLE

Ardent Abba fan, Les Ellis, jumps in his Volvo and heads for the Arctic

They came from far and wide; raping, pillaging and crushing all who stood in their way. Who were these barbaric monstrosities? Why, the Vikings, of course. From their homes in Denmark, Norway and Sweden, these warriors sailed around Europe wreaking havoc and terrorizing countries.

It is out of this that you, young Brian, are born – hence the title. You live a happy and peaceful life in your village. Then one day a wind of immense force sweeps through the streets of your town and clears the area of its inhabitants. Whilst searching through the ruins you bump into Odin, a very helpful god who is mysteriously passing through the neighbourhood. On questioning the god, you discover that he too is mourning the loss of the people. It seems that his evil son, the Dark Lord Loki, has kidnapped the people and imprisoned them within the Great Halls of Valhalla.

After Abba and Volvo, the Vikings are Sweden's most successful export

He then goes on to explain that you are the only person who can rescue them. He reveals information that has been disclosed to him by the prophets of the heavens, explaining your destiny and your mission to save your people and rescue the world from almost certain self-destruction from the rule of Loki.

You must travel through 16 areas of the Viking land, starting in your own desolate village. As you pass though the land, you'll encounter the Dark Lord's henchmen, all set on stopping you in your tracks. A swift swipe from your dagger will soon put paid to their evil intentions.

As you trek through the lands, you'll find money a great asset. By spending it at any of the numerous shops you pass, you can build up quite an armoury and keep your energy topped up.

Within the first village scene you will enter a tunnel section, it is here that you encounter the first of the eight apprentices of evil. These slaves to the Dark Lord Loki are mighty warriors who will stop at nothing, and require several well-placed blows to put them in their place (which is flat on their back). Before disposing of the body, you're allowed to rifle through the big guy's pockets. In there you'll find untold riches which will make things a lot easier on the second level, if only you could find the key to enter it.

Further levels involve dark and dingy castles, a lush forest scenery, giant hedgehogs, towers, pyramids, deserts and volcanoes. There's a hard trek ahead, make sure you haven't forgotten to pack anything.

■ Before embarking on your adventure you take one long last look at your homeland.

DON'T GET PILLAGED

★ There are plenty of hidden bonuses around. Find them all and remember their positions.

★ Remember what your mother told you, save money. The traders on the later levels are much more expensive.

★ Keep your head down. Watch out for birds and bats which fly around.

★ Keep all the windows closed. It saves time when you go looking for the disks after you've thrown them across the room in frustration.

DARK SECRETS

✔ Programmer Fish was once arrested for walking around Preston late at night, stark-naked, carrying a kettle and a phone!?!

✔ The Imagitec parties are the social highlight of Preston but have a nasty tendency to end up with people getting thrown through walls.

✔ Look out for the next instalment of the Viking trilogy called The Warriors' Wrath.

✔ Imagitec are currently working on the Nightbreed RPG game for Ocean, Rat Pack for MicroProse and the Amiga and Atari ST conversions of Ultima VI for Origin (busy chaps!).

AMIGA 87%

£24.95
OUT NOW

The game is so big that it has to be spread over three disks. This would have been bearable if the loading time was negligible, but it's not. The incessant disk swapping is annoying. The cartoon graphics are are not only funny but also practical. The attention to intricate detail is admirable and makes the game a pleasure to play. There are 22 suitably-scored tunes, along with innumerable sound effects. And just to prove that this game wasn't thrown together in a couple of weeks, there's a useful password option allowing direct access most of the levels and showing that some thought has gone into the game design.

ATARI ST 84%

£24.95
OUT NOW

It's good to see the programmers, Imagitec, plumping to make this game smooth scrolling as opposed to the annoying flipscreen affairs that are all too easy to program, but not very practical when playing. The sound is impressive on the ST, with a useful option allowing you to choose between effects or tunes.

The PC version of *Prophecy I* has been planned for ages and is still in production. It promises soundcard support for the Tandy, Roland and AdLib boards, and full graphic support for CGA, EGA and VGA.

PREVIEW

A bit further off are versions for the Atari Lynx hand-held and the C64GS console. No release dates as yet.

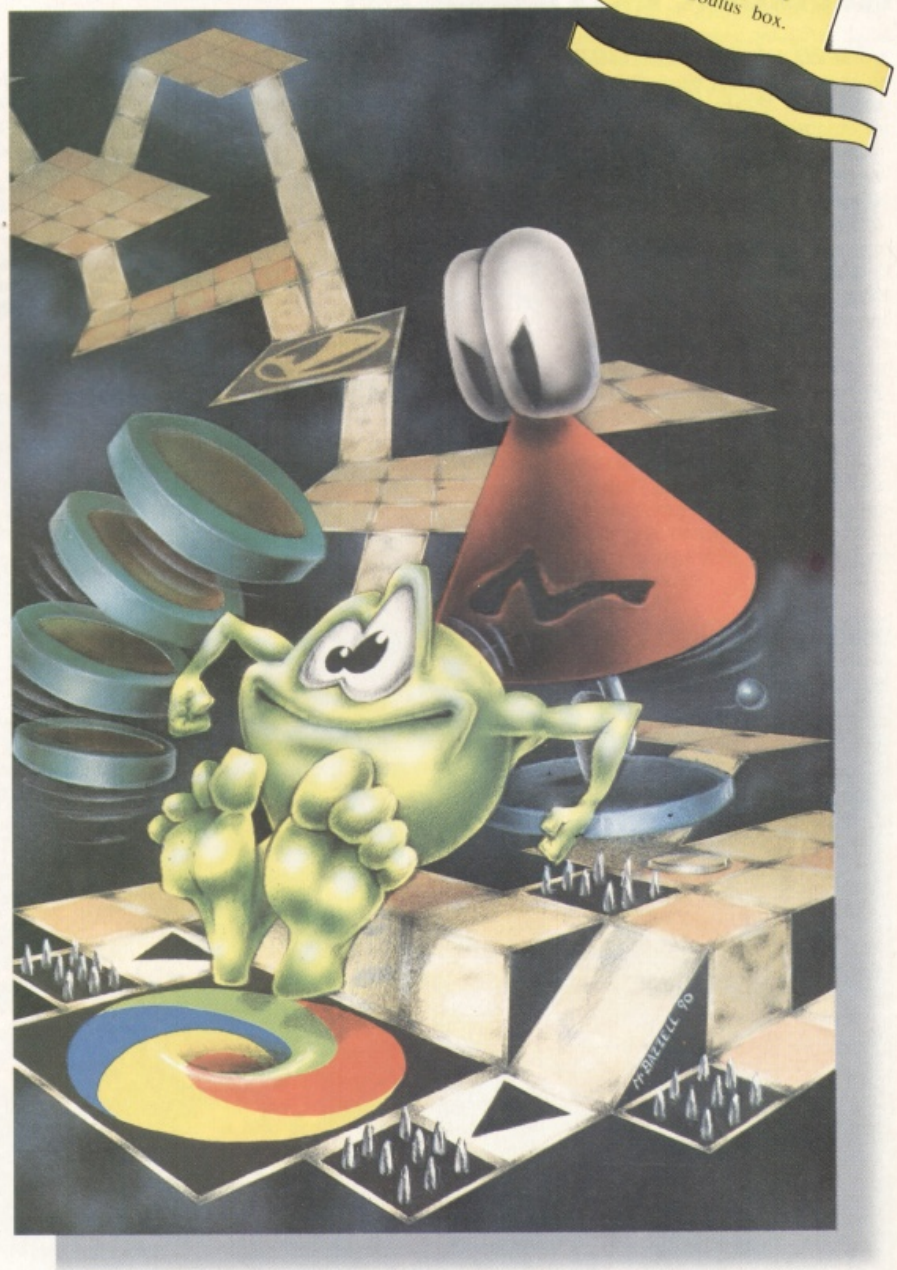
Globulus

Win a Caribbean Cruise!!
Details inside Globulus box.

It's Flipping Fun!

- Solve the wicked puzzles in 25 unique, scrolling levels- each is up to eight full screens in size.
- Scurry across a multi-level, 3D field, dodge enemies, blow away obstacles and rack-up points.

- Collect bonus points to buy the extra lives, flip-switches and bombs you'll need for the next level.
- Change the difficulty from a menu where you select the starting level, number of lives, switches and bombs.
- Flip the screen to reverse the slope of the ramps and alter the options on the field.



INNERPRISE Software, Inc.

128 Cockeysville Rd • Hunt Valley, MD 21030 • (301) 785-2266

Can't find Globulus? Call us directly to place your order for $29.95 plus $3.50 for S&H. Globulus is a trademark of Innerprise Software, Inc.

NOW AVAILABLE ON THE AMIGA. COMING SOON ON IBM !

POPULOUS

ELECTRONIC ARTS ■ STRATEGY

Tired of his position as a lowly dogsbody round the office, Julian Boardman fancied playing God for a change

Many of you will already know all there is to know about *Populous*, it's been around for about a year on other formats. *Populous* is one of those truly original games that sets itself a whole new genre, that of world creation. Just think, without *Populous* we would not have *Sim City*.

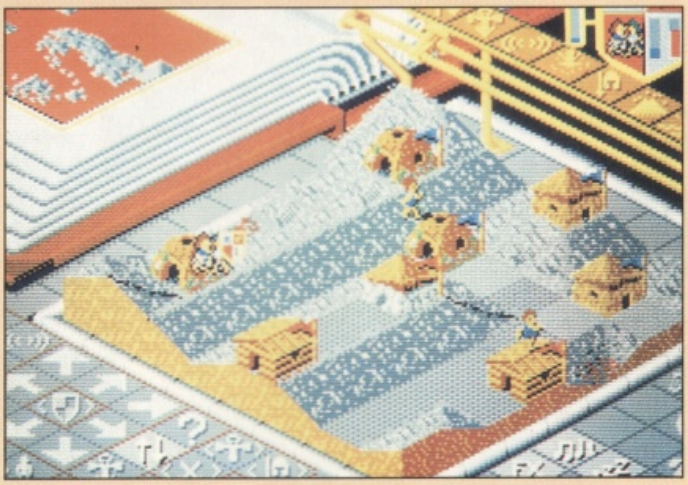
The principle behind *Populous* is very simple. You are given a small population, usually less than five, who live in very primitive conditions on very rough terrain. Your task is to flatten the land so the chappies can build bigger and more sophisticated settlements, the ultimate building being a castle – the one restriction is that land can only be built if your people are about. Eventually, you must, as a good god, defeat the forces of evil who start in much the same position as you on the opposite side of the game world.

The population duly breed, remarkably quickly. Every time a building area fills up, the excess people are sent out into the big wide world, and this is where the first element of strategy comes in. Obviously, smaller buildings knock

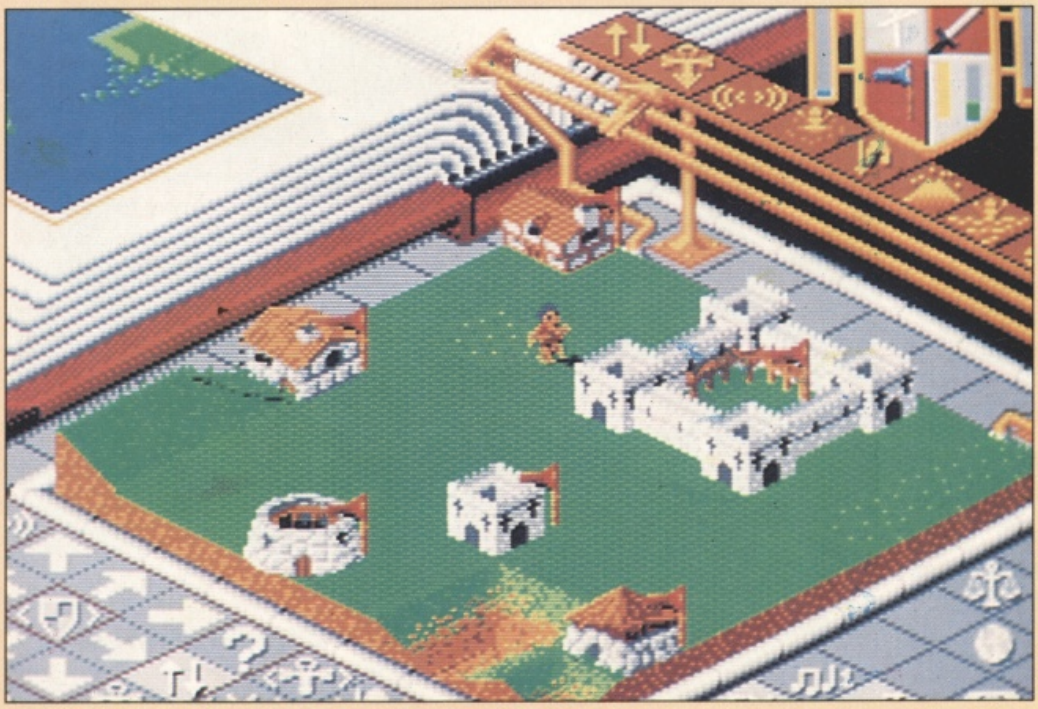
evil is defeated... but can never be destroyed.

out the sprogs a lot quicker than your average castle because they fill up faster. Conversely, the castles are more civilized so they churn out chaps with greater intelligence who have enough nouse to know not to walk into swamps etc. Depending on the combination of these factors, your *Advancement* rating will increase, this will affect your success in battle. A society still at the basic level of the fist will be no match for a society that has achieved the status shown by a sword.

As the population increases, the amount of worship you receive goes up accordingly, and therefore your power, or *Manna*, starts to rise. The higher your power the more you can do, the lowest activity on the scale is the building and flattening of land, the highest is *Armageddon* where all signs of civilization are erased and the population go to fight to the death in the centre of the world. In between are various acts of God, earthquakes, volcanos, floods, swamps,



■ The tiny characters and massive landscape move about with ease. But it's a pity the Mega Drive wasn't pushed a bit more.



■ The icons here are all you will need to control the game, including movement

Apart from Lucifer, Gabriel and Michael are the only angels mentioned in the bible.

■ The desert is one of the harsher environments that you will come across.

■ "I'm the king of the castle.

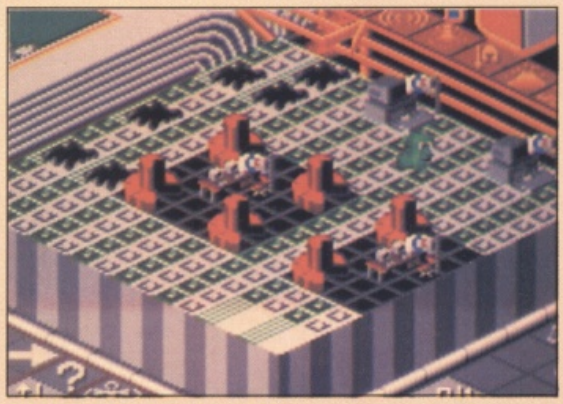
the usual deitic talents which, if used carefully, can win you the game. All of these, except a flood, work just in the area on the view screen.

However, the population must do something whilst your *Manna* increases. You must choose one of four behaviour patterns: *Settle* (shown by an arrow pointing to a flag), which means the people just build on any flat bit they can find; *Fight and Settle* (an arrow pointing to crossed swords), which will make the people attack the evil settlements and try to occupy them; Gather then Settle (an arrow pointing to a man), this will make the people find others to settle with in units of greater strength; and finally Go to Papal Magnet (shown by an arrow pointing to an Ankh), which is the people's religious icon. You can move the Papel Magnet about the world to get the people to head to a particular area – useful if you want to build land in a particular area without any people on it.

It is also possible to create knights. These chaps run around of their own accord, hacking and slaying the evil population then *razing* their settlement. Ultimately, the evil population must be destroyed and the world conquered before the next 490-odd can be done.

All functions are selected using the icons to the right of the 3-D isometric viewing screen, including movement of the view screen. Button A on the control pad will build, button C will flatten and button B, in conjunction with the direction keys, will also move the view screen around the world. It is also possible to shift the view to various people or items in the world by clicking on icons, the knight can be viewed or a battle, or the papal magnet. It is also possible to go to any area of the world by clicking on the required area of the main map which is in the top left of the screen.

Status of your population is shown in the top right of the screen as a bar chart, as is the *Advancement* of the population in question and the strength of the walkers. A strong, civilized walker will be better in a fight than one who is less civilized, and strategy can be decided on the strength of the walkers.



■ *Populous* was programmed right here in England by original innovators Bullfrog.

It's hard to categorise *Populous*. The game has so many entry levels and so much expansion, you can either make it arcade, strategy, adventure or elements of all three. On a military level you may build land to perform a pincer movement, on a civic level you could decide on the balance of castles and smaller settlements (do you make large flat plains, or smaller terraced areas?), and on a deitic level you must deliberate over whether or not to blast his major settlement with an earthquake.

The game is deceptively simple to pick up but allows a great deal of depth. This is not a type of game often found on the Mega Drive and may not initially appeal to most of its owners. But try it out. It's not boring, but it can be time consuming. However, all is not in vain as a clever password system allows direct access to later levels. It fills a much needed gap in the Mega Drive games library and should be marked "This one doesn't involve shooting things or driving" – I hope they'll be more to follow.

POPULOUS POINTERS

★ To flatten land quickly, raise a hill then flatten it around the same point in the middle. It will go down layer by layer and will be a lot quicker than doing it bit by bit.

★ Make as many knights as possible as quickly as you can.

★ Keep the majority of settlements at least two levels above sea level in case you decide to flood. The chances are your opponent will lose more people when it happens.

MEGA DRIVE 89%

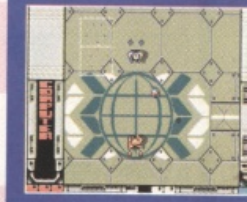
£39.99

OUT NOW

Strategy games are remarkably rare on Sega's 16-bit, so it is probably just as well that one of the first is the tried and tested hit, *Populous*. The most impressive thing about the Mega Drive version is the speed with which the small view screen can be moved around the world, and the speed with which all the permutations of building and rebuilding, enlarging and expanding the settlements is done. However, it is not as good as it could be. Electronic Arts have made no improvements to take advantage of the Mega Drive's enhanced graphic and sound capabilities. Opting instead for a time-saving direct conversion, which leaves us with fairly basic sound effects and graphics that you know could be better. But that aside it is still a cracking good game.

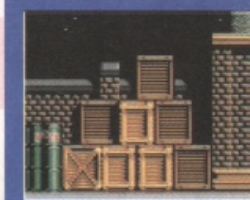
When God loses control he calls it evolution.

THE RAZE RELEASE RUNDOWN



The definitive guide to what's out now, and what will be following soon.

Game	Producer	Atari Lynx	Game Boy	Master System	Mega Drive	NES	PC Engine	Amiga	Atari ST	IBM PC	Game type
Action Stations	Internecine							£29.99 October	£29.99 October	£39.99 October	9
Air Attack 44	Sega				£29.99 import						5
Armour-geddon	Psygnosis							£24.99 out now	£24.99 out now		5
Awesome	Psygnosis							£34.99 October	£34.95 October		5
Batman	Ocean/Sunsoft		£26.00 import	£29.95 out now	£34.95 import	£29.95 import	£34.95 import	£24.99 out now	£19.99 out now		10
Battlemaster	Millenium							£24.99 out now	£24.99 out now	£29.99 out now	11
Battletech 2	Activision US									£tba October	11
Beach Volley	Game Princess/Ocean						£29.99 import	£24.99 out now	£24.99 out now		3+12
Betrayal	Rainbird							£29.99 October	£29.99 October	£34.99 October	11+12
Blade Warrior	Imageworks							£24.99 out now	£24.99 out now	£24.99 out now	11
Bomber Bob	Idea							£24.95 out now	£24.95 out now		9
Budokan	Electronic Arts				£34.95 out now			£24.99 out now	£24.99 out now	£29.99 out now	
Cadaver	Imageworks							£24.99 out now	£24.99 out now		1
Carthage	Psygnosis							£24.99 October	£19.99 October		9
Codename: Iceman	Sierra							£39.99 out now	£tba tba		2
Colonel's Bequest	Sierra							£39.99 out now		£34.99 out now	2
Conquests of Camelot	Sierra									£34.99 out now	2
Curse of Ra	Rainbow Arts							£24.95 out now	£24.95 out now		12+8
Days of Thunder	Mindscape							£24.99 out now	£24.99 out now	£24.99 out now	13
Devil Crash	Naxat						£34.99 out now				12+3
Dr Mario	DMG-VUA		£26.00 import								8 -
Eco Phantoms	Electronic Zoo						£24.99	£24.99 October	November	5	
EWSAT	Sega				£34.95 out now						9
F-14 Tomcat	Activision									£tba November	4
Faces	Spec. Holobyte									£29.95 import	8
Final Battle	Imageworks							£24.99 out now	£24.99 out now		9
Flight of..Intruder	Mirrorsoft							£tba November	£tba November	£34.99 out now	4
Flipit & Magnose	Imageworks							£24.95 October	£24.95 out now		10
Football 2	Gamestar									£tba	3
Future Basketball	Hewson							October			3
Globulus	Innerprise							£24.99 October	£24.99 October		12+8
Gold of the Aztecs	US Gold							£24.95 out now			1
Hell Explorer	Taito							£24.99 October	£24.99 October		10
Insector X	Hot B				out now		£34.95				12+5
Int. Soccer Chall.	MicroStyle				£34.99 out now						3
James Pond	Millenium							£24.99 out now	£24.99 out now	£29.99 out now	10
Killing Game Show	Psygnosis							£24.99 November	£24.99 November		5+11
Klax	Tengen/Namcot	£29.95 November			£34.99 out now			£24.99 out now			12+8
Legendary Axe II	Hudson						£34.99 out now	£19.99 out now	£19.99 out now		9



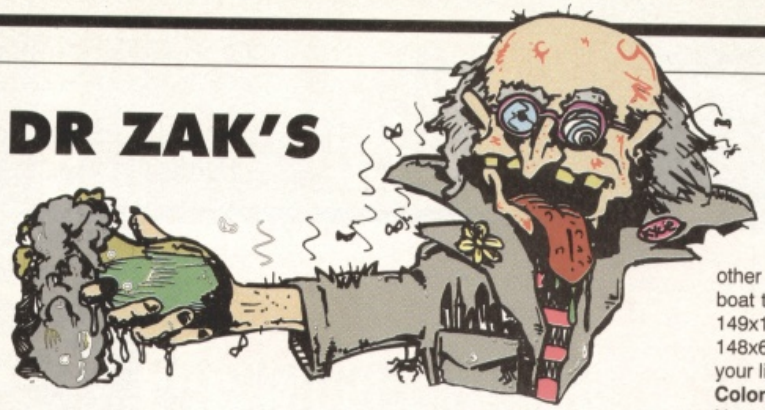
Legendary Axe II	Hudson	November			out now		£34.99 out now	out now	out now		9
Legend of the Lost	Impressions							£24.99 out now	£24.99 out soon		1
Loopz	Audiogenic							£tba October	£tba October	£tba October	12+8
Lotus Esprit Turbo	Gremlin							£24.99 October	£24.99 October		13
Manix	Millenium				£34.99 out now			£24.99 out now	£24.99 out now		11+12
Matrix Marauders	Psyclapse							£19.99 out now	£19.99 out now		8
Moonwalker	Sega/US Gold				£34.99 out now			£24.99 out now	£24.99 out now		9
Navy SEALS	Ocean							£tba tba	£tba tba		10+11
Nine Lives	Arc							£19.99 November	£19.99 November		10
Nitro	Psygnosis							£24.99 out now	£24.99 out now		12
Oil's Well	Sierra									£tba October	11
Operation Spruance	Parsec							£24.95 out now	tba tba	£24.95 out now	1
Operation Wolf	Ocean/Sega			£29.99 import			£34.95 import	£24.99 out now	£19.99 out now		12
Paperboy	Elite	£29.95 November	£24.95 import					£19.99 out now	£19.99 out now		12
Paradroid 90	Hewson							£24.99 October	£24.99 October		11+12
Plotting	Ocean							£24.99 out now	£19.99 out now		11+12
Rastan Saga II	Taito			£34.99 out now							9
RC Grand Prix	Sega			£29.99 out now							14
Rick Dangerous II	MicroProse							£24.99 October	£24.99 October	£24.99 October	1
Road Blasters	Atari/US Gold	£29.95 November						£24.95 out now	£24.95 out now		12+13
R. Smith's Cricket	Challenge							£tba out now	£tba out now		3+11
Shadow of the Beast	Psygnosis						£40.00 (CD) Autumn 1991	£24.99 out now	£24.99 out now		9
Shadow... Beast II	Psygnosis							£34.95 out now			1
Simulcra	MicroProse							£24.99 October	£24.99 October	5+11	
Slimeworld	Epyx	£29.95 November									1
Snooker	Activision							£tba October	£tba October		3
Spellbound	Psyclapse							£19.99 October	£19.99 October		12
Spider-Man	Enteractive		£24.95 October								10+6
Street Hockey	Gonzo Games							£24.99 out now	£24.99 out now		3
Super Monaco GP	Sega			£29.95 out now	£34.95 out now						14
Super Star Soldier	Kaneco						£29.99 out now				5
Tactical Gladiator	Victor						£29.99 out now				5
Teenage... Turtles	Imageworks							£24.95 out now	£24.95 November	£29.95 out now	12
Teenage... Turtles	Palcom/Konami		£34.95 out now				£29.95 out now				12
Spy Who Loved Me	Domark							£24.99 out now	£24.99 out now	£24.99 October	9
Tracon II	Mindscape									£44.99 out now	11
Ultima V	Mindscape							£29.99 out now		£29.99 out now	7
UMS II	Rainbird							£29.99 out now	£29.99 out now	£34.99 out now	11
Vaxine	US Gold							£24.99 out now	£24.99 out now	£29.99 out now	9
Voodoo Nightmare	Palace							£29.99 October	£29.99 October		2
War Jeep	MicroStyle							£24.99 October	£24.99 October		9
Welltris	Infogrames							£24.99 October	£24.95 October	£24.95 out now	8
Wings	Cinemaware							£29.99 (1Mb) out now			1
Wings of Fury	Domark							£24.99 out now	£24.99 out soon	£24.99 9 out now	
XDR	Unipace				£34.99 out now						5
Xenophobe	Atari/MProse	£29.95 November						£24.95 out now	£24.95 out now	£24.95 out now	1
Xiphos	Electronic Zoo							£24.99 October	£24.99 October	£29.99 October	11+5
Zarlour Mercenary	Atari	£29.95 November									5
Ziriax	Whiz Kidz	out now						£19.95			5

NUMBER KEY

1 – Arcade adventure
2 – Adventure
3– Sports simulation
4– Flight simulation
5– Shoot-'em-up
6– Beat-'em-up
7– Roleplaying
8– Puzzle
9– Arcade action
10– Arcade platform
11– Strategy
12 – Arcade
13 – Driving simulation
14 – Arcade simulation
15 – Compilation

Please note: Release information is constantly changing. We believe the information to be correct but cannot be held responsible for any inaccuracies. If in doubt, contact the software house direct.

DR ZAK'S



HACKS & STACKS

It's gripping. It's sticky. It's tickling. It's totally mad. Zak here again, with another psycho ward full of tumour-tickling tips. If you've got a problem, and no-one else can help,then maybe you can hire... a milkfloat. Er, me

SHADOW WARRIORS

All Formats

A Royal Check-up From The Neck Up award goes to Birmingham this month as bodacious bunion-burster Kuldip Bansal goes bonkers over *Shadow Warriors*.

He says to get infinite credits you've got to follow these instructions. Firstly, play the game in two-player mode, using four of the five credits you start with, and kill the last man by running out of time (not fighting). When the end screen appears, with one credit displayed, press two on the keypad and you'll have unlimited lives (displayed by a % on the end screen).

All armed attackers and end-of-level guardians can be defeated by simply staying in close to them, then as they back away from you, start kicking and punching. It's as easy as that. Also, if you press the HELP key while playing, you'll have the whole game revealed to you.

Help? Sounds like you need some professional help mate!

STARFLIGHT

Amiga

Fresh from the Israeli loony bin comes loopy Lior Meirymust. What does the guy think us RAZE Ravers are? Nothing but a bunch of cheating Arabs! Get your chops around this tip fellow sandwich munchers...

Systems: Keep out of 192x152, 98x80, 38x26, 37x172 and 70x208.

You'll be made to feel as welcome as a G&T at an Alcoholics Anonymous graduation party. On the other hand jump on the bonkers boat to 94x42/No.3 163x119 175x94 149x133 81x98/No.1 82x142 148x63 and you'll have the time of your life.

Colonies: Get along to 94x118/No.4, 234x20/No.4, 229x22/No.1, 143x82, 175x94/No.3, 211x93/No.1, 215x86/No.3, 118x146/No.4 and 67x208/No.4 right away. There's a loony gathering and you're the special guest!

Encounters: There's a bunch of weird guys hanging out at 94x83 (strange lifeform), 158x95 (lone satellite), 93x119 (spermin), 131x116 (veloxi), 128x124 (guardian), 135x100 (lone satellite), 159x100 (veloxi), 175x94 (empire ship of Last Hope) and 113x28 (Thrymn) 163x46 (Elowan).

Spam Heads: The guys at these planets are very unstable (and I'm not just talking mentally).

Veloxi – They hate the Old Empire. Just let them begin the encounter and they'll give you loads of general info. Approach them in friendly mode if you wish to keep your head directly on top of your neck.

Spermin – This is a civilisation of blobs, what do you expect? Approach them using friendly-hostile mode and you'll get loads of info on almost every topic, especially on the Old Empire.

Thrymn – These lounge lizards are mainly interested in commerce and fuel. They will present themselves as allies and provide you with loads of info. Approach them using friendly mode or you'll be in for one helluva spanking.

KLAX

Atari ST

Gather round my disciples of deviousness, for James Coulson has been beavering away in Colchester and has come up with a ripping cheat for the old tile-shifting game, *Klax*. To advance a level just press 4 on the keyboard. I hope you're telling the truth, James, or it'll be the nut-house for you young man!

FUTURE BASKETBALL

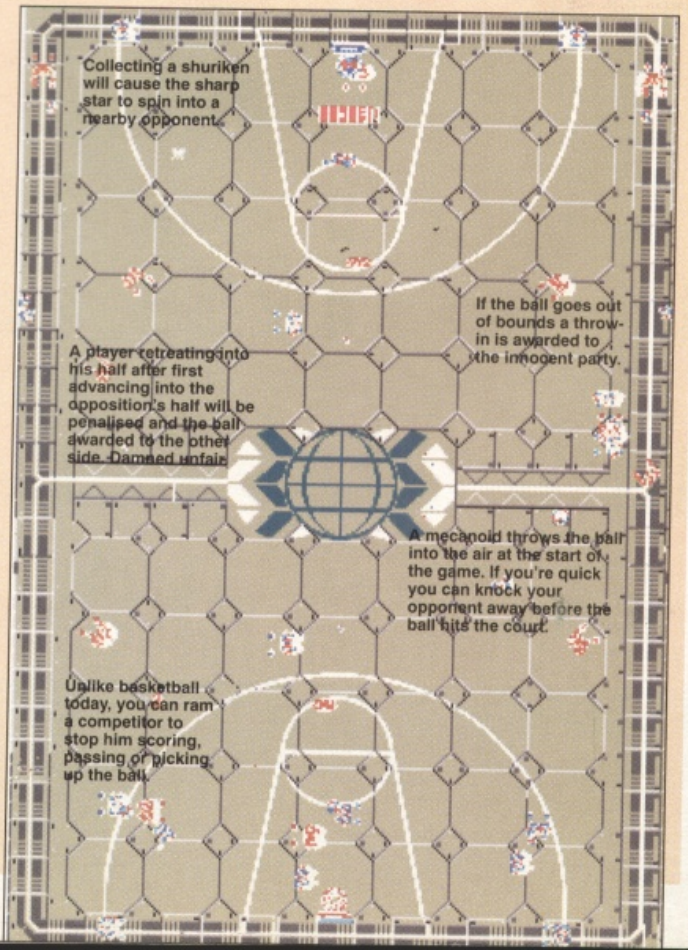
Amiga/Atari ST

Get real, there's only one thing to do with this game. And that's play it. But you'd better be prepared in two-player mode. Following are the tips you need to tackle toughest opponents.

Don't tackle aimlessly. Psych out your opponent. Wait until he moves before diving in. It can be embarrassing sprawled all over the floor while your opponent is happily dunking a basket.

When your opponent is taking a throw-in, stand next to the receiving player and ram in to him before he receives the ball.

Whenever possible run into a shuriken star or mine lying on the floor. These will whirr into a near-by competitor sending him sprawling. Take care, however, not to run into an M-mine.


Collecting a shuriken will cause the sharp star to spin into a nearby opponent.
If the ball goes out of bounds a throw-in is awarded to the innocent party.
A player retreating into his half after first advancing into the opposition's half will be penalised and the ball awarded to the other side. Damned unfair.
A mecanoid throws the ball into the air at the start of the game. If you're quick you can knock your opponent away before the ball hits the court.
Unlike basketball today, you can ram a competitor to stop him scoring, passing or picking up the ball.

This image shows you the full *Future Basketball* court — you only see a frcation of the total court on screen at any instance. Some 20 computer screens comprise the full court.

SIM CITY

Amiga

Zut alors! What will those Frenchies think when they get to hear of this tip from Simon Brown in Portsmouth. Here's a cracking hack that'll let you create land in an unconventional way.

Go to the area where you wish to create the land, then lay power cables along it as far as you wish. Now create a parallel row of power cables along it, and continue in the same fashion. This method also works with road but is much more expensive, and can also be used to fill in those small annoying rivers that always get in the way of scenarios – especially in Tokyo. If you're short of cash then see last issue's Hacks and Stacks because I was giving away free money! I told you I was two shillings short of a guinea.

THE PLAGUE

Amiga/Atari ST

What's this? The demented Dane's back with more devious ducking and diving. Ever wanted unlimited energy? Kasper Stovring has. Press the mouse button and the fire button on the intro screen. You now have unlimited energy. Pressing enter will move you onto the next screen.

If you have no joy using the cheat mode then why not use the complete solution. Personally, I haven't got the time to waste – and I'm not even saying that the solution's right (knowarramean?).

From the start, go left to the man who is being attacked. Save him and ask him about the traps. He will tell you about a switch (remember which one). Go left, down and left again at the first opening. As you go along the passage something will fly past you, follow it then kill it when it is on the rope.

When the spikes arrive at the opening, kill the monster that is pushing then go left and kill the hovering monster and pick up its key. Go left and up the rope and then jump right to a door which you open with the key. Go right until you reach the switches, now pull the one the man told you about. Get in the lift and go right at the top.

Continue past the gap in the floor until you are on the middle step. Jump onto the chain from here then up and right to get to the gold, take this from the chest. Climb down the chain then go right to get the key, now return to the gap and climb down to the bottom of the chain.

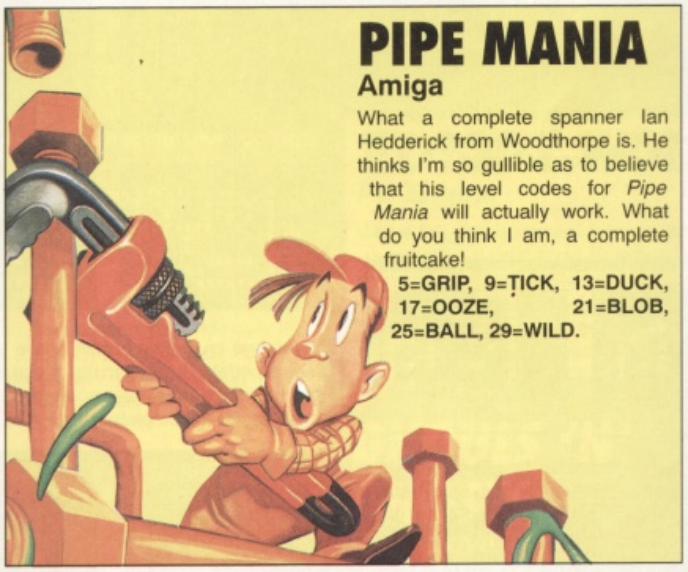
Jump left and onto the floor below. Now open the door, letting the big dog out, thus getting rid of the man at the table. This enables you to operate the bottom switch. Go down the lift, down the rope and go the far left. You will find a large rock which must be picked up and moved to the right with the grabber. Now drop the rock, leaving a small piece which must be moved onto the plank of wood.

Climb about halfway up the rope and jump onto the plank, throwing the piece of rock into the lift. Stand in the other lift, this will take you up. Go left, kill the monster and rescue the man. He will tell you what to whisper. Return to the first rope and go down and left, here you will find a chest and bottle, these are in the building. From the bottom of the rope, go right and down to the gate where you must whisper your password. The gate will open, you can now collect the gold and the scroll. Now return to the very beginning, where you must go right to a rope.

Climb up the platforms to the top where you must kill a monster, take the axe and the two chests. Jump down onto the platform at the bottom of the hill. Jump onto the secret passage, this will open. Go down and left and collect the chest and continue left, following the man to the closing drawbridge.

Kill the man operating the drawbridge, knock down the wall and go in. Once inside, operate the switch in the top left hand corner. Go left and operate the other switch, return to the entrance. Go left and down, collect the key and get put in the prison. Wait till everyone has left except the man at the table, then offer him the bottle. Now break down the door and kill him, leaving a door with the key. Now return to the hole in the ground by going right by using the rocks and ropes.

You should now be at a bridge where there is a monster, which you must get to walk across the bridge, leaving a hole. Jump over the hole and go right to the old man, whom you must give the scroll and the ring in exchange for a spell. Go through the hole, into the water leading you to another land. Go right to get the horn and down and right to the snail. He will take you back to Karamoon for 36 gold. Once back, go right until the water where you must blow the horn, you will be taken to the other side. Go right into the castle where you can use the spell to kill the monster. And if you've played it this far, you're barking mad.



PIPE MANIA

Amiga

What a complete spanner Ian Hedderick from Woodthorpe is. He thinks I'm so gullible as to believe that his level codes for *Pipe Mania* will actually work. What do you think I am, a complete fruitcake!

5=GRIP, 9=TICK, 13=DUCK, 17=OOZE, 21=BLOB, 25=BALL, 29=WILD.

E-MOTION

ATARI ST

If Craig Barrett thinks I'll believe that he comes from somewhere called Pond Rise then he's two fish short of a school. Anyhow, if you type in MOONUNIT on the title screen you can use F1 to advance one level at a time, or press F2 to advance ten levels at a time.

SHADOW OF THE BEAST II

Amiga

If only Kasper Stovring from Denmark would wash his neck, then I could wring it for him. What does he think I do all day? I've got better things to do than try out these tricky tips. I've had enough of these Danes – stick to making booze, lads!

If you want things easy in *Beast II*, start the game, and proceed right to the first man. Press A and type in TEN PINTS and you will be in the cheat mode. Blimey, just because I mentioned beer you come out with a preposterous tip like that. I haven't just come in on the banana boat, you know!

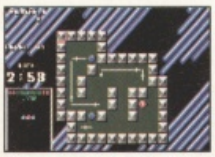
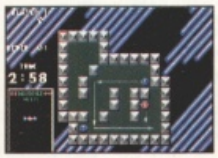
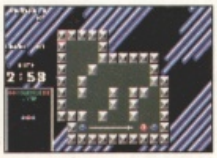
MIDNIGHT RESISTANCE

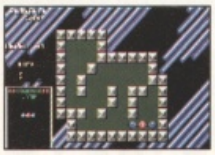
Atari ST

What's the matter with the world nowadays, has everybody gone stark raving mad? Why is everyone after unlimited energy? Here's another case in point. If you desire everlasting energy in *Midnight Resistance*, pause the game by pressing F10, then type OPEN THE DOOR. Now unpause the game. A thousand thanks to Azeil Kharb from Israel. And remember, whenever you shake hands with an Arab, count your fingers afterwards.

ATOMIX

AMIGA/ATARI ST

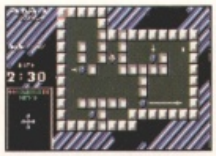
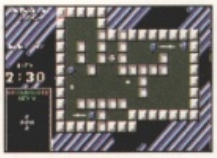
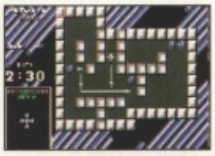


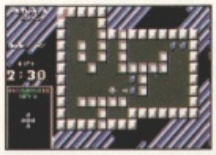
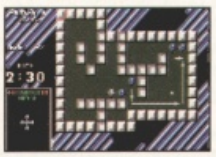
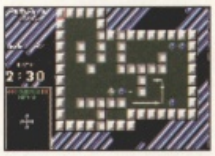
Level one is by far the easiest level to complete – only time is against you. This molecule can be placed almost anywhere on the screen.

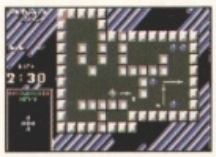
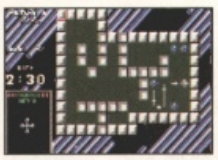
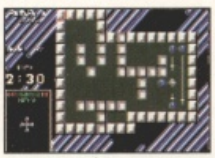
Level three is much easier that it looks. Just leave the molecules in roughly the same place they originally appear and you should be okay (famous last words).

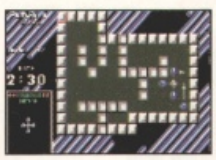
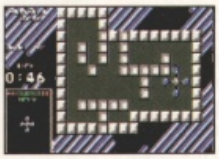
Level five can be really hard, especially if it's the first time you've been on this level. There is only one place on the screen where the molecule can be placed, unfortunately it does require quite a bit of thought and effort to finish the level. If you look towards the bottom left-hand side of the screen, you can see an enclosed area, this is where the molecule must be made. It is required that all the molecules are moved to this area before building can commence. After several attempts, you finally reach a point where the molecule looks half correct.

Always decide exactly where you wish the molecules to be placed before actually moving them. Plan where you wish to assemble the molecules then work out how you are going to get them there. When you've decided, move them bit by bit, don't try to do them all at once because you'll only get confused.

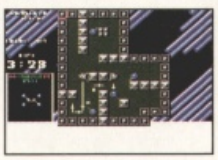
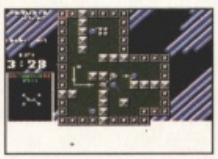
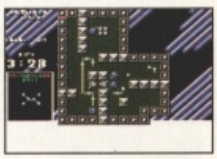




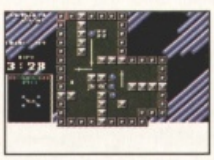
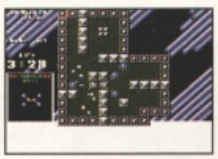




Level two is slightly harder, there are less places on the screen that will accommodate the molecule. If you look at the screen, you'll probably see that there are other places where the molecule could be formed, but it is much easier to complete it the RAZE way!

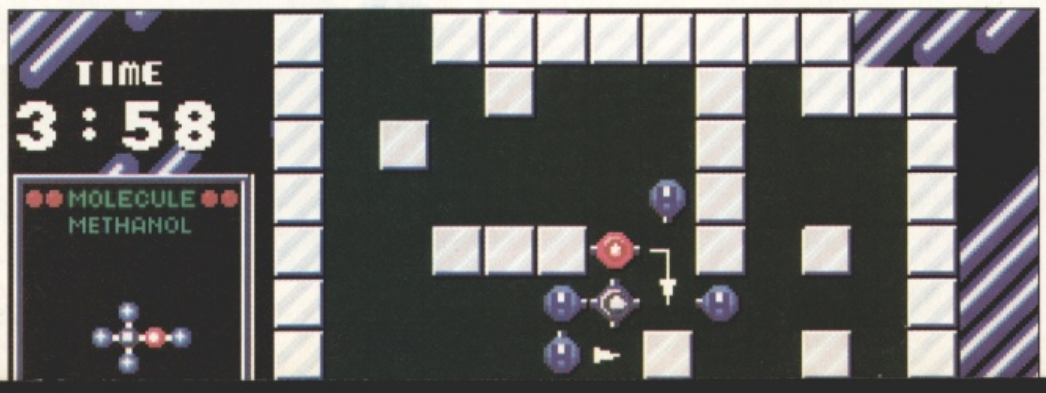



Level four is where the game begins to get harder. If you have a look at the guide you will note how we actually completed the level. Nearly all of the molecules rebound or play some part in the positioning of another molecule.

THE LOST PATROL

Amiga/Atari ST

Chris Why is a tired old soul. He says that if you rest in blocks of ten minutes, your energy will go up 2% each time and your morale will also rise. You can soon get your platoon back to 99% and go for a night out in Cathiron, which is where Chris the cuckoo lives. For that tip, I think the drinks are on Chris!



ZAK'S CONSOLE CRACK SHACK

All sick console users should check in at the Console Crack Shack. Doctor Zak is on call to prescribe hints, cheat, maps and tips. And this month, every patient gets a free check-up from the neck up

TETRIS
Mega Drive

If you want a super-fast game of *Tetris*, save on the drugs and get using this tip from Matthew Moir from Aberdeen. Holding down and pressing start will soon speed things up. I've also got some prescription drugs that'll do something like that, too.

R-TYPE
PC Engine

On the title screen, hold down and Select and rapidly push button one for extra credits. Thank you to my dear friend Dr Zak for that tip. This lad's showing promise and should become a regular visitor to the Console Crack Shack.

CALIFORNIA GAMES
Atari Lynx

Cutting through the tips pile I came across this little gem from Richard Swords of Willesden in London. Enter the BMX section, then ride over the grass on the left of the track till you're a screenful of grass away from the track and a little message will appear. Personally, I think the young man's a bit too devious for my cunning tips section. I couldn't get this to work at all!

DEVIL CRASH
PC Engine

£5,000 worth of software on the FM Towns (including machine) goes to a Doctor Zak from RAZE magazine for this raving, bonking mad tiptopic treatment of last issue's RAZE Raver!

Start a two-player game, then, when both players' ball counts are at zero, press pause, select button one, write down password, press button two, restart then lose the game. Stop for a quick breather if necessary. Restart the two player game using the password option. Now player two will drop out but player one will go on forever.

If that's too complicated for you, here's another little gem that will help you to reach those massive scores. When the ball goes out of play, press pause as quickly as you can. Now use the password option to save the game. Reset the machine and restart the game using the password option. You'll now find that you have returned to life with all your balls intact. Just repeat this little cheat every time you lose a ball.

AIR DIVER
Mega Drive

Stop your moaning and slap this about. Fellow dimwit, Peter Sillows, says go to an area on the map that is empty. Hold down the start and push a, b, c, b, a, a, b, c, b, a, b, then release the start. To become invincible press start, to arrive at mothership press B, to arrive at flight base press A, and to arrive at the last base press C. Peter comes from the same place as Frankenstein's head, Bolton. Ha, ha!

GRADIUS
Nintendo

Not satisfied with what you've already got? New Barnet's Daniel Dempsey is just not happy with normal weapons and energy etc. Don't worry, Zak is here to give you a double dose of nutty nasal nobblers. Pause the game, and press up, up, down, down, left, right, left, right, then buttons A and B. It might work. If that doesn't help, stand on your hands and get a mate to drop a piano on your head. It won't get you extra lives, but it'll sure do the same to your fingers. (Excerpt from the soon to be released book, *Alternative Medicine (including DIY Lobotomies)* by Zak MD)

BLOODY WOLF
PC Engine

Who's this Jon Bottomley fellow hailing from Oldham? A prime egghead if you ask me. If you've got *Bloody Wolf* get onto the title screen and press down, up, left, left, button two, button two, button one, select, then start. Miraculously, this will give you some wings. Here, here, who's been in the drugs cabinet, then? In general, Jon, I never forget a name, but in this case, I'll make an exception.

GHOULS 'N' GHOSTS
Mega Drive

While in the queue for his lobotomy, Julian Wright from Huddersfield, sent in this tip for the further adventures of Arthur. To become invincible press reset four times, then while on the title screen press A four times, up, down, left, right, hold B and press start. Got that? Good. Now please leave the waiting room as there's a queue forming outside...

GALAGA 88
PC Engine

Another fine effort from the almighty Zak. This time it's for the classic shmuck (shoot-'em-up) *Galaga 88*. During the galactic dancing, don't shoot at anything. A secret bonus will be revealed to you.

GAIN A GAGGLE OF GAMES

Zak here. Listen you cunning contributors to truth, justice and the Zak school of insanity, tips, tactics, maps, game busting ploys, pokes, jabs, prescriptions, underhand dodges and other devious dodges are required. Don't rely on me; I won't always be here – some say I never have been, but what do they know? Simply get your cheats to ZAK'S HACKS & STACKS, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. The best tip received for each machine format (Amiga, Atari ST, PC, Mega Drive, Sega, Nintendo, Lynx, Game Boy, PC Engine...) wins the sender a fabulous game for his or her machine.

* And a check up from the neck up free!

SOFTSELLERS

MAIL ORDER

6 BOND STREET, IPSWICH, SUFFOLK, IP4 1JE

MAIL ORDER

Access

5A DOG'S HEAD STREET, IPSWITCH (RETAIL)

VISA

	ST	AMIGA
*4TH DIMENSION	16.99	16.99
688 ATTACK SUB		16.99
*ADDIDAS CHAMP TIE BREAK	16.99	16.99
ANTS HEAD (DATA DISK)		12.99
*ANCIENT ART OF WAR	16.99	16.99
*ANCIENT ART OF WAR AT SEA	16.99	16.99
ATOMICS	13.99	13.99
*ATF II	16.99	16.99
*ACTION FIGHTER	15.99	15.99
*ADDIDAS CH'P FOOT	16.99	16.99
*ANARCHY	13.99	13.99
*AQUAVENTURA	24.99	24.99
*AWESOME		24.99
*ARMOUR GEDDON	16.99	16.99
*AMNIOS		13.99
*ATOMIC ROBOT KID	16.99	16.99
*ALCATRAZ	16.99	16.99
*ALPHA WAVES	16.99	16.99
*BARBARIAN II (PSYGNOSIS)	16.99	16.99
BANKOK KNIGHTS	13.99	16.99
BATTLECHESS	16.99	16.99
*BATTLE COMAND	16.99	16.99
BATTLE MASTER	19.99	19.99
BSS JANE SEYMOUR	16.99	16.99
BOMBER MISSION DISKS	12.99	12.99
BATMAN (THE MOVIE)	13.99	16.99
*BAD BLOOD	19.99	19.99
BLACK TIGER	13.99	16.99
*BLADE WARRIOR	15.99	15.99
BATTLE OF BRITAIN	19.99	19.99
BUDAKHAN		16.99
*BILLY THE KID	16.99	16.99
*BUCK ROGERS	16.99	16.99
*BAD LANDS	16.99	16.99
CABAL	*13.99	16.99
CADAVER	16.99	*16.99
*CARTHAGE	15.99	15.99
CONQUEROR	16.99	16.99
*CORVETTE		19.99
COMBO RACER	16.99	16.99
CHESS CHAMPION 2175	16.99	16.99
*CHUCK YEAGERS A.F.T.	16.99	16.99
COLORADO	16.99	16.99
CHAOS/DUNGEON MASTER	19.99	
CHAOS STRIKES BACK	16.99	16.99
*CUTIPO	16.99	16.99
CORPORATION	16.99	16.99
*CHAMPION OF RAJ	16.99	19.99
*CRIME WAVE	16.99	16.99
CHESS SIMULATOR	16.99	16.99
DEFENDERS OF THE EARTH	12.99	12.99
DUNGEON MASTER EDITOR	9.99	9.99
DRAGONS BREATH	19.99	19.99
*DRAGON WAR	16.99	16.99
DAYS OF THUNDER	19.99	19.99
DRAGON FLIGHT	19.99	19.99
DRAKKEN	19.99	19.99
*DYNAMIC DEBUGGER	15.99	15.99

	ST	AMIGA
*DYNASTY WARS	16.99	16.99
*DRAGONS BREED	16.99	16.99
*DUSTER	16.99	16.99
*EAGLE RIDER	16.99	16.99
EMELYN HUGHES INT SOCCER	16.99	16.99
*ENTERPRISE	13.99	13.99
*EDITION ONE (COMP)	19.99	19.99
*ECSTACY	13.99	13.99
*FLASH DRAGON	13.99	13.99
F-29 RETALIATOR	16.99	16.99
F-19 STEALTH FIGHTER	19.99	19.99
F-16 COMBAT PILOT	15.99	15.99
FALCON	16.99	19.99
FALCON MISSION 2	13.99	13.99
FLOOD	16.99	16.99
*FUTURE BASKETBALL	16.99	16.99
*FINALE (COMP)	16.99	16.99
*FLIGHT OF INTRUDER	16.99	19.99
*FOOTBALL SIMULATOR	13.99	13.99
FIGHTER BOMBER	19.99	19.99
*FLIPPET MAGNOSE	16.99	16.99
*GOLD OF THE AZTECS	16.99	16.99
*GRIM BLOOD	13.99	13.99
*GUNS AND BUTTER	19.99	19.99
GOLDEN AXE	13.99	13.99
*HARLEY DAVIDSON	19.99	19.99
HERO QUEST	*24.99	24.99
*HEROES	19.99	19.99
HALLS OF MONTEZUMA	16.99	16.99
*HARPOON		19.99
*HARD DRIVIN II	16.99	16.99
*HOLLYWOOD COLLECTION	19.99	19.99
IVANHOE	13.99	16.99
*INTERNATIONAL SOCCER CHALLENGE	15.99	15.99
INTERNATIONAL 3D TENNIS	*16.99	16.99
*INTERNATIONAL CHAMPION WRESTLING	16.99	16.99
IMPERIUM	16.99	16.99
ITALY 1990	13.99	13.99
IT CAME FROM THE DESERT	*16.99	19.99
*IRON MAN	13.99	13.99
*IMMORTAL	16.99	16.99
*INDY 500		16.99
*INTERCEPTOR	16.99	16.99
*JUDGE DREAD	13.99	13.99
KNIGHTS OF KRYSTALLION		19.99
KICK OFF II	12.99	12.99
*KICK OFF 2 (1 MEG VERSION)		19.99
KICK OFF II WCE	16.99	16.99
KICK OFF EXTRA TIME	9.99	9.99
KICK COMPILATION	16.99	16.99
KLAX	13.99	13.99
KILLING GAME SHOW	16.99	16.99
*LEGEND OF FAERGHAIL	16.99	16.99
*LIFE AND DEATH	19.99	19.99
*LEGEND BILLY BOULDER	16.99	16.99
LEISURE SUIT LARRY III	29.99	29.99
*LEAVING TERAMIS	13.99	16.99

	ST	AMIGA
LAST NINJA II	16.99	16.99
LOOM	16.99	16.99
LOST PATROL	*13.99	16.99
*LAST STUNTMAN	12.99	12.99
*LEMMINGS	16.99	16.99
*LOTUS TURBO	16.99	16.99
*LIGHT CORRIDOR	13.99	13.99
*MAJIC FLY	16.99	16.99
MIDWINTER	19.99	19.99
MIDNIGHT RESISTANCE	16.99	16.99
MANCHESTER UNITED	13.99	16.99
MATRIX MARAUDERS	16.99	16.99
*MYTH	16.99	16.99
*MONTY PYTHON	13.99	13.99
M1 TANK PLATOON	19.99	19.99
*MURDER	16.99	16.99
*MEAN STREET	16.99	16.99
*MAGICIAN	16.99	16.99
*MOON BLASTERS	16.99	16.99
*MYSTICAL	16.99	16.99
*MURDER IN SPACE	16.99	16.99
*NEW YORK WARRIOR	13.99	13.99
NUCLEAR WAR	16.99	16.99
*NITRO	16.99	16.99
*NIGHT BREED	16.99	16.99
NORTH AND SOUTH	15.99	15.99
NEUROMANCER		16.99
*NAVY SEALS	16.99	16.99
*NARC	16.99	16.99
*NEBULUS II	16.99	16.99
ORIENTAL GAMES	15.99	15.99
*OBITUS	24.99	24.99
OP STEALTH	16.99	16.99
*OPERATION HARRIER	16.99	16.99
OUT BOARD	16.99	16.99
*PARADROID 90	16.99	16.99
PROJECTILE	16.99	16.99
PINBALL MAJIC	13.99	16.99
POLICE QUEST II	16.99	24.99
PLAYER MANAGER	12.99	12.99
PHOTON STORM	13.99	13.99
*PANIC STATION	13.99	13.99
PARAMAX	13.99	13.99
*PANG	16.99	16.99
*PLOTTING	16.99	16.99
POWER MONGER	19.99	19.99
*POP UP	13.99	13.99
RAINBOW ISLAND	13.99	16.99
RESOLUTION 101	16.99	16.99
ROURKES DRIFT	16.99	16.99
ROTOX	16.99	16.99
*ROBOCOP 2	16.99	16.99
RED STORM RISING	15.99	15.99
*RALLY	16.99	16.99
*RICK DANGEROUS II	16.99	16.99
*RAILROAD TYCOON	16.99	16.99
*REACH FOR THE SKY	16.99	19.99
*RIDERS OF ROHAN	16.99	16.99
*RAMROD	16.99	16.99
S.E.U.C.K.	19.99	19.99
*SECRET AGENT FLIES BY	13.99	16.99
STORM ACROSS EUROPE	19.99	19.99
*SILVER BLADES	16.99	16.99

	ST	AMIGA
*SHADOW OF THE BEAST 2		24.99
S T O S		19.99
*SUPER LEAGUE MANAGER	16.99	16.99
*STREET FIGHTING MAN	13.99	13.99
*STEVEN HENDRY CHAMPIONSHIP SNOOKER	16.99	16.99
* SNOW STRIKE	16.99	16.99
*SILPHEED	19.99	19.99
SHADOW OF THE BEAST	16.99	16.99
SHADOW WARRIORS	13.99	16.99
SUBUTEO	16.99	16.99
SIM CITY	19.99	19.99
STAR FLIGHT	16.99	16.99
SUPER CARS	13.99	13.99
SLY SPY	13.99	16.99
SUPREMACY	13.99	13.99
SPIN DIZZY II	16.99	16.99
SWORD OF SAMUARI	16.99	16.99
SPEEDBALL II	16.99	16.99
SIMULCRA	16.99	16.99
SHADOW SORCERER	16.99	16.99
SPY WHO LOVED ME	16.99	16.99
STUN RUNNER	16.99	16.99
*THE PLAGUE	16.99	16.99
TIME MACHINE	16.99	16.99
THUNDERSTRIKE	16.99	16.99
TRIAD III OR IIII	19.99	19.99
*TOYOTTES	13.99	13.99
*TOTAL RECALL	16.99	16.99
TENNIS CUP	16.99	16.99
TURRICAN	16.99	16.99
TUSKER	16.99	16.99
*THE KEEP	16.99	16.99
TV SPORTS BASKETBALL	16.99	19.99
*TOKI	16.99	16.99
*TORNAMENT GOLF	13.99	16.99
*TEAM SUZUKI	16.99	16.99
*TEENAGE TURTLES	16.99	16.99
TNT	19.99	19.99
ULTIMATE GOLF	16.99	16.99
UNTOUCHABLES	13.99	16.99
UNIVERSE III	15.99	15.99
*UMS II	19.99	19.99
ULTIMA V	19.99	*19.99
* UP AND AWAY	16.99	16.99
*VAXINE	13.99	13.99
*VENDETTA	16..99	16.99
*VOODOO NIGHTMARE	16.99	16.99
VENUS FLY TRAP	13.99	13.99
WARHEAD	16.99	16.99
WINGS	*19.99	19.99
WAR MONGER	16.99	16.99
*WARP	12.99	12.99
*W L F	16.99	16.99
*WONDERLAND		19.99
*WORLD CHAMP SOCCER	13.99	16.99
WOLFPACK	16.99	19.99
*WAR JEEP	16.99	16.99
*WELLTRIS	16.99	16.99
*WHEELS OF FIRE	19.99	19.99
XENOMORPH	16.99	16.99
*YOLLANDER	16.99	16.99
*ZONE WARRIOR	16.99	

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST & PACKING FREE IN UK OVERSEAS £1.50 PER ITEM, EXCEPT HARDWARE CHARGED AT COST.

TITLE	COMP	PRICE
		TOTAL £:

MAIL ORDER PURCHASE LINE (0473) 257158/(0473) 210605
FAX (0473) 213457

ATARI 520 STFM DISCOVERY PACK
Bombjack, Carrier Command, Outrun, Space Harrier, STOS, Neochrome, First Bsaic, ST Tour, Discover the ST,
£269.95

ATARI 520 STE TURBO PACK
STOS Basic, Music Maker II, Hyperpaintt II, Indiana Jones, Impossamole Mission II, Human Killing Machine, Supercycle, Outrun, Dragons Breath, Anarchy, Bloodmoney. £349.95

ATARI 1040 STE 'EXTRA'
Prince, Hyperpaint, S.T.A.C, ST Word, ST Base, ST Calc., ST Graph.
£449.95

ATRAI LYNX HANDHELD
Portable Games Machine, California Games. £179.95

ATARI SM124
Monochrome Monitor.
£99.95

PHILLIPS 8833
Colour Monitor (Stereo)
£249.95

ATARI EXTERNAL DRIVE
1 Megabyte D.S.
£79.95

DISC BOXES WITH DISCS
3.5" 40 Holder Lockable with 10 3.5" dsdd discs £11.99
3.5: 40 Holder Lockable with 20 3.5" dsdd discs £15.99
3.5" 40 Holder Lockable with 40 3.5" dsdd discs £27.99
3.5" 80 Holder Lockable with 10 3.5" dsdd discs £13.99
3.5" 80 Holder Lockable with 40 3.5" dsdd discs £29.99
3.5" 80 Holder Lockable with 80 3.5" dsdd discs £49.99

JOYSTICKS
Cheetah 125 ..... £7.99
Cheetah Starprobe £11.99
Pro 5000 Extra Glo Green £13.99
Pro 5000 Extra Glo Green £13.99
Pro 5000 Black £11.99
QS Turbo III £9.99
Euromax Racemaker £24.99
Konix Navigator £11.99

PERIPHERALS
Replacement mouse + mouse holder + mouse mat £29.95
Four Player Adaptor £5.95
Mouse Mat £4.95
Joystick Extender £5.95
Dust Cover £4.95

DISCS

	Qty 10	Qty 20	Qty 50	Qty 100
3.5" dsdd Unbranded	£6.99	£11.99	£29.99	£49.99
3.5" dsdd sony branded	£11.99	£22.99	£54.99	£99.99

DISCS BOXES
3.5" 40 Holder Lockable £4.99
3.5" 80 Holder Lockable £6.99
5.25" 50 Holder Lockable £4.99
5.25" 120 Holder Lockable £6.99

AMIGA 500
Standard.
£339.95.

AMIGA 500 'SCREEN GEMS'
Back to The Future II, Days Of Thunder, Shadow Of The Beast II, Night Breed, Deluxe Paint II
£369.95

AMIGA 500 'FLIGHT OF FANTASY'
F29 Retaliator, Rainbow Islands, E.F.T.P.O.T.R.M, Deluxe Paint II.
£369.95

AMIGA 500 'CLASS OF 90'S '1ST STEPS'
A501 Expansion, Pro Write 2.5, Deluxe Paint II, Deluxe Print II, Info File, Logo, Music Mouse, Talking Turtle, BBC Emulator, Box of 10 Disks, Mouse Mat, Resource File, Intro Video, Let's Spell at Home.
£549.95

COMMODORE 1084S
Stereo Colour Monitor. £249.95

AMIGA EXTERNAL DRIVE
1 Megabyte D.S. £69.95

AMIGA MEMORY EXPANSION
512K With Clock £49.95
512K Without Clock £39.95

A590 HARD DRIVE
20 Meg Hard Drive.
£369.95

SUBJECT TO AVAILABILITY AND PRICE CHANGE WITHOUT NOTICE. NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS*.

NAME: .....

ADDRESS: .....

.....

.....

TEL NO: .....

RAZE DEC

Have you ordered from us before (yes/no): .....

BUDGET BLITZ

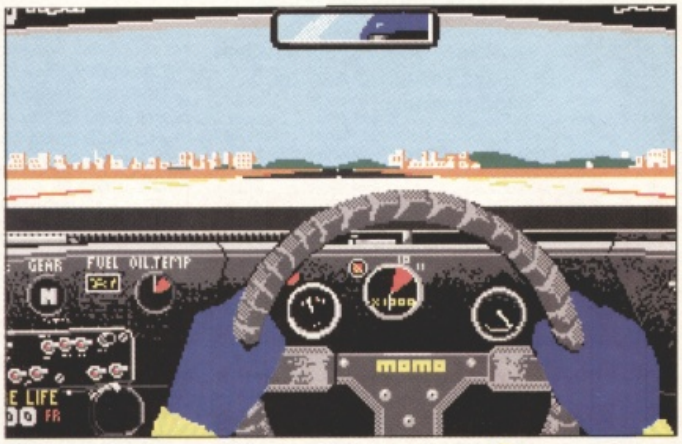
Hello, groovers. Welcome to the latest, thrilling instalment of Budget Blitz. It's time for the host with the most (or should that be, the least), Derek da Miza. Digging through his dusty old drawers, the miser has come up with a bevy of new releases

FAST LANE
ACTION 16

Welcome to life in the *Fast Lane*, one of Action 16's first budget releases for the Atari ST and Amiga. It was originally released about 18 months ago, although I can't say that it has deteriorated with time. Usually you can tell a re-release straight away – the graphics look dated and the sound has been heard loads of times before. *Fast Lane* could well be released at full price today and get away with it.

Unlike most other car simulators, it's not just a case of jumping in the nearest car and zooming around tracks at break-neck speed without even touching the brakes. *Fast Lane* requires a good mixture of strategy and arcade reflexes before it can be totally mastered.

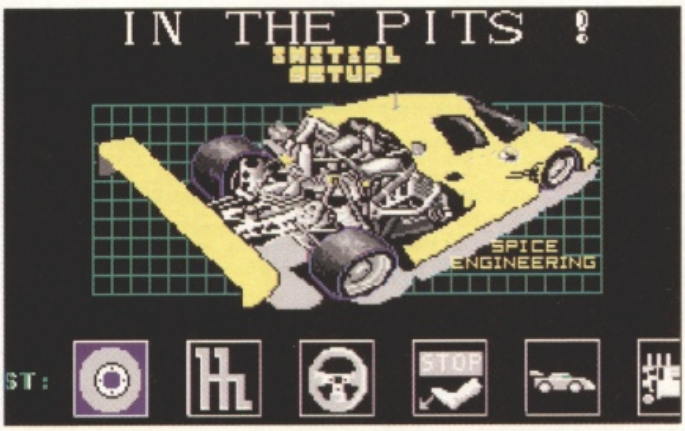
Once you've set up your car, you can move on to the race track where you must prime the car's electric systems. Electrics on, fuel select, ignition on, starter motor on, then go! A few laps around the track will get you used to the car's handling, and familiarize you with the controls for changing gear, accelerating and braking.



■ **Read, steady, go! Get a great time in qualifying and you'll get a head start in the race.**

After these few easy laps, you must enter the championship proper. Before you can get into the hustle and bustle of race day, you must qualify. You've just three laps to qualify for the big race, so it's imperative you don't mess up.

It is the attention to detail and realism that make *Fast Lane* such a resounding success. Although the basic idea is nothing new, the little additions make *Fast Lane* a worthy purchase, especially at a mere £4.99.

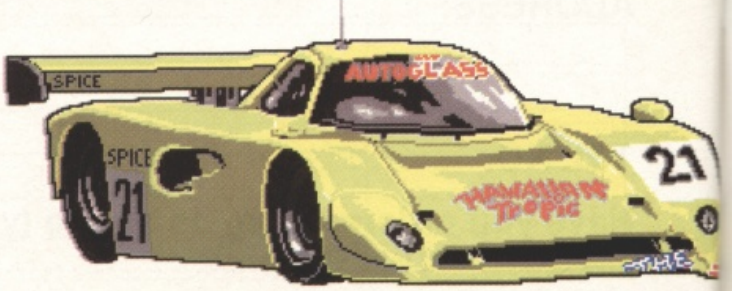


■ **All the great racing tracks are available – even Le Mans which isn't actually in the real WEC racing circuit.**

STAT ATTACK

ATARI ST £4.99 .....82%
The speed which everything is drawn-on is most impressive. Colour is well used with a good impression of perspective as you zoom around the track.

AMIGA £4.99.....80%
Realistic engine noises and collision effects add atmosphere to the race section, while the static repair and menu screens are informative and easy to use.



GRAND SLAM

Infinity

Not another tennis game. My wrists haven't survived the last trio of Amiga tennis games yet.

Grand Slam conforms to the normal rules of tennis, but is held over just three sets. There are four tournaments which must be won before you can claim to be the Grand Slam winner. The competitions are held in different countries and on different play surfaces: French Open(clay), Wimbledon (grass), US Open (hard court) and the Australian Open (grass). Each tournament is made up of quarter finals, semis and the final. Each round increases in difficulty and can be practised on to perfect your technique.

On your trek around the world you'll encounter the four top players. Demon, ranked number one, has an aggressive and attacking game, moves quickly and is very skilful. Warrior, number two, is fierce and very quick. Chiphead is less aggressive than the other two, but is a very good baseline player. Finally there's Ace, ranked number four, he's basically a sound player who can make quite a few mistakes.

British tennis player Mike Sangster served a tennis ball in June 1963 that travelled at 247.8km/h

Even with the game's favourably price it's hard to think why you'd buy this instead of a full-price equivalent, the gameplay is poor and the graphics not much better. Give it a miss.

STAT ATTACK

AMIGA £4.99 .....60%
The game looks and sounds shoddy. The tennis phenomenon has died away now, and this contains little to excite even the most ardent racket ravers.

TNT

Domark

Danger, this software package contains some really explosive software:

Hard Drivin' uses fully filled graphics to add to the realism of stunt car racing. The main objective is to compete against the computer on both the stunt and speed tracks. Each track contains impressive obstacles, loop-the-loops, jump bridges and vertical loops.

Join Biff and Jet, the tube-dudes in *Toobin'*, as you cruise the baddest rivers in and out of this world. The object of the game is to cruise through the rivers collecting cans to defend yourself against fly fishermen, swamp monsters and kamikaze penguins.

Log-on to the All Points Bulletin, *APB*, and rip-roar through the streets of the city in a series of hilarious and wild car chases. You play the role of officer Bob, a tough cartoon style cop, whose job is to patrol the streets of the city apprehending various criminals.

■ In APB you get to race through the city chasing criminals.

Dragon Spirit is an all action game where you become a powerful dragon bestowed with powers. Your objective is to rescue the Princess Alicia who is held captive by the evil serpent demon Zawell.

Your mission in *Xybots* is to penetrate a vast underground complex and overcome the master Xybot. You control Major Hardy or Captain Ace Gunn and must travel through vast mazes, destroying hordes of evil Xybots who protect the passage ways to the next levels.

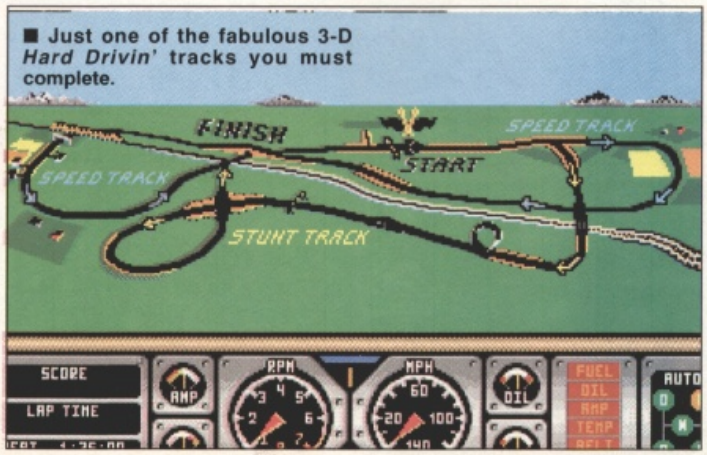
■ Smultaneous two-player shoot-'em-up action in Xybots.

STAT ATTACK!

AMIGA £29.99 .....86%
Much like other versions, but the graphics and sound in all games are generally better.

ATARI ST £29.99 ....83%
This really is a superb compilation, containing games that will be enjoyed by all.

IBM PC £29.99.....83%
Very similar to the ST graphics wise, but in VGA mode this really is a stunner.



■ Just one of the fabulous 3-D *Hard Drivin'* tracks you must complete.

Watch out for fishermen. You might get caught in their rods. Later on in the stage they will throw fish bait at you

Pick up the beach ball for short term extra speed

Get too close to a log and it's curtains for you

Go through the flag poles to pick up the bonus points marked on the flag

Bushes look innocent enough, but will drag you under if you pass over them

Kill everything on the side of the river with your coke cans and pick up the letters for a massive bonus score

Trees on the river bank will fall into the river and, if you're near, take you under

MIKE READ'S POP QUIZ

Elite/Encore

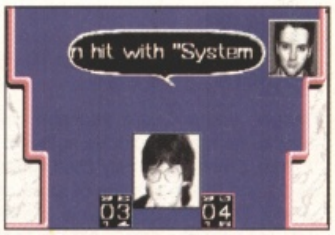
Whether your musical tastes are classical, rock or pop, *Mike Read's Pop Quiz* should tickle your fancy. The game is a mixture of several trivia games: Jukebox Jury, of course, but also DLT's Give us a Break and *A Question of Sport*.

The first round sees the jukebox flip a record and a question posed for each player. If the selected person answers correctly they get two points, if the opposition answer the question they get just one point.

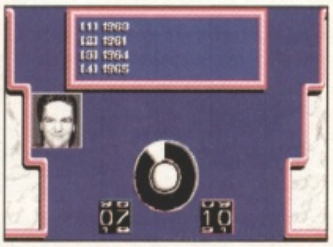
In the second round you must identify a pop star from up to three clues. The next round is where you can really score points; it's the specialist round. The following round, guess the year, runs along the same format as spot the celeb. Like *A Question of Sport*, you then have a quick-fire round, where nine questions must be answered within an allotted time.

The final round takes you back to the jukebox where each person must answer one more question.

A word of warning before you go out and spend your last tenner on this, the game runs along exactly the same format as *A Question of Sport*, also from Elite, but with different questions – buy one, not both.



■ **The answer's Five Star, but can you work out what the question is?**



■ **The time ticks away as the digitized dork tries to guess the year.**

A QUESTION OF SPORT

Elite/Encore

As David Coleman would say, "it's quite remarkable" how similar two games can be to each other and yet how different. *A Question of Sport* and *Mike Read's Pop Quiz* – both released on budget this month – are essentially the same game.

■ **Come on, Bill, get on with it. We haven't got all day for this game.**

The game is faithful to the old TV programme in all respects, bar that annoyingly catchy TV theme tune. The rendition in the computer version seems like a remix, and makes one wonder if someone at Elite found the original theme tune irritating too!

There have been quite a collection of famous sporting stars in the QoS hotseats – who can forget the likes of Willie Carson! The two chosen to host Elite's version are probably the most amiable of the bunch, being Ian Botham and Bill Beaumont.

The question blocks are arranged in a similar way to *Mike Read's Pop Quiz* and the computer informs you when it's time for a new block. The questions generally cover nine types of sport – football, cricket, golf, athletics, tennis, rugby, horse racing, motor racing and boxing – and a lucky dip.

STAT ATTACK

ATARI ST £9.99...67%
Games like this are traditionally meant to push the computer to its limits, but I can't help feeling the Atari ST is hardly even ticking over to manage a program of this complexity.

AMIGA £9.99 .....65%
Some substandard graphics for the Amiga, with the poorest impression of sound. The content is certainly there, but it's not presented in the correct way.

IBM PC £9.99 .....69%
Fails to use any of the PC's superb attributes – like VGA or soundcards – and only has the attraction of a normal quiz book.

STAT ATTACK

ATARI ST £9.99 .....68%
Nice digitized pictures of the contestants (which are the same as the ones in *A Question Sport*), but the sound is poor for a trivia game that's based around music.

AMIGA £9.99.....66%
You'd have thought the Amiga would have really suited a music trivia game. Enormous possibilities, ultimately disappointing.

IBM PC.....70%
There's no doubt the PC needs a decent trivia game; this is one of the best.

BUDGET BITS

☆ One of the best compilations out at the moment is Domark's *Wheels of Fire* anthology on Amiga and Atari ST. For £29.99 you get four of the best race games to appear in the past couple of years. From old hits like *Power Drift* and *Turbo Out Run* to the later hits of *Hard Drivin'* and *Chase HQ*. All the games are worthy of note, and they make the compilation a sure-fire hit.

☆ Afraid to travel alone at night? There's no need to be now that Code Masters have *Guardian Angel*. It's the first release at their new £6.99 price point and heralds that start of a new era in 16-bit budget games. The game is basically a beat-'em-up.

☆ Following closely on the heels of Code Masters are Ocean who have just announced a new 16-bit budget range at £7.99. If it's as popular as their 8-bit range then you're sure to see a bevy of Ocean games crowding the charts soon. The first seven to come from the Manchester-based company are *Wizball, Batman the Caped Crusader, Arkanoid II, R-Type, Super Hang-On, Afterburner* and *Last Ninja II*. Like previous budget games from Ocean they'll be published under the Hit Squad label.

☆ Virgin have just released details of a smashing arcade compilation. *Edition One* (£24.99) features *Double Dragon, Xenon, Gemini Wing* and *Silkworm*. All were extremely popular when they first came out on their own, and it's refreshing that most compilations nowadays don't contain any duffers.

☆ The old game *Plexu* is making a reappearance on the Amiga, Atari ST and IBM PC. Newline Software are the chaps responsible for its re-emergence and you'll be able to get ahold of it soon at the reasonable price of just £4.99. Can't say fairer than that...

THE 1990 ATARI ST PRODUCT GUIDE

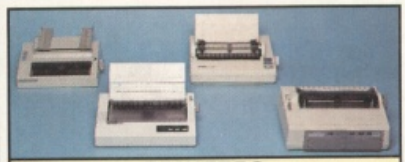
PERIPHERALS & ACCESSORIES

FLOPPY DISK DRIVES

MONITORS

JOYSTICKS

SCANNERS


PRINTERS

DISK BOXES

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS

ARCADE GAMES

ART & GRAPHICS

EDUCATIONAL

MUSIC

BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR FREE COPY ▶ OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111	
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000	
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234 x3914	
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-495 8321
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811	
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Shop, Dept RAZE 1290-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), do you own? .....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

Don't despair if you're skint, there's a wealth of quality PD games just crying out for attention. For a few quid you could be playing PD versions of Welltris, Connect 4, Hangman or Rubik's cube. The ubiquitous Jason Holborn spreads his wings and flies around the PD libraries

FREE

IMPERIUM ROMANUM

AMIGA ■ FISH 362 ■ GTS

Saddam Hussein would have loved it in ancient Rome. Back in those days, conquest by force was all the rage – and no-one could do it better than the Romans. With swords in hand, they marched across much of Europe and a smidgen of Africa, safe in the knowledge that George Bush and the might of the US army wouldn't be around to hinder them for a good two thousand years or so.

You are the leader of a mighty Roman Empire, which isn't so mighty at the start of the game. It's then up to you (using your own subtle mixture of psychology, extreme violence and perhaps even a few tactics stolen from old Saddam himself) to build up the Roman empire from its humble beginnings. Once you've captured your lands, you must then hold onto them by keeping your armies well supplied.

Imperium Romanum (which, for the triv' fans amongst you, is Roman talk for Roman Empire) is a product based on the age old game of Risk, and as such is a creditable game. Most of the elements of the board game have been included, and the strategy element is almost as exciting. If world conquest is your thing, then *Imperium Romanum* is worth checking out.

GAMES COMPENDIUM

ATARI ST ■ GL9 ■ GOODMAN

Not one, but eight games on one disk. For those of you who can't handle the complexities of GEM, there's no desktop to get confused with, all are accessed from a nice friendly frontend. Here's what the fun bundle has to offer.

Connect 4 – The classi... Er, Connect 4 is a modern classic built upon the age old game of noughts and crosses. The idea of the game is to build a line of counters either horizontally, vertically or diagonally. Each player takes it in turn to drop a counter into the Connect 4 board.

Horse Racing – Splash out on the gee-gees with this simulation of a very bad habit. Study the form, place your bets and sit back and bite your nails as the horses race around the track.

Battleships – Sink the computer's fleet by dropping bombs down through the clouds onto the hidden fleet. If you make contact with a ship, a massive explosion will register your hit. Complete with cute animation and great sound effects, *Battleships* is a pleasant way to waste some time.

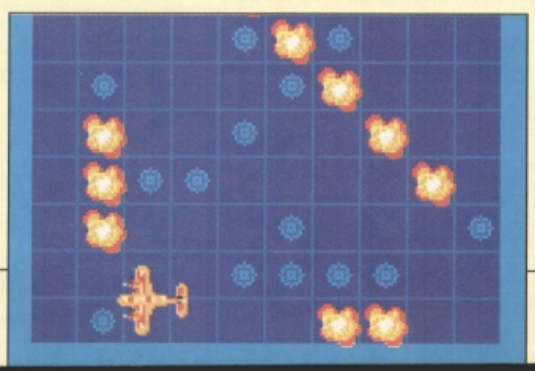
Pontoon – The classic card game makes it to the ST (again)! You know the basic idea – the aim of the game is to score as near to 21 without going bust. Each time a card is dealt, you can either stop or ask for another card. Once you decide to stop, the computer then attempts to better your score. Sounds pretty dull? Don't you believe it – if *Pontoon* is good enough for your granddad, then it's good enough for you!

Draughts – The classic board game makes it to the ST! (Haven't I already said that?) Play against the computer in a contest of skill and cunning.

Hangman – Yep, the game you used to play when bored at school is now on the Atari ST. It's up to you to guess the word before your neck is stretched.

Oxo – Call it noughts and crosses, crisscross or tick-tack-toe, *Oxo* (that's what the programmer calls it) is a true classic. Ok, it's not the most complex game in the word, but there's nothing like it for infuriatingly addictive gameplay.

Simon Says – Simon says play this game and you'll be hooked. Sit back and take note as Simon plays a sequence of notes, and then try to repeat them all exactly. Based upon the old hand-held game that was so popular a few years back.



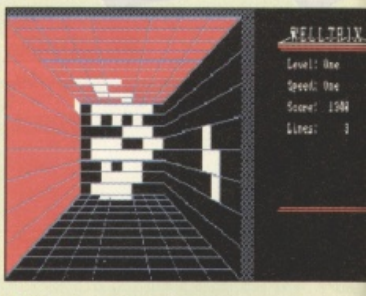
WELLTRIX

AMIGA ■ DISK 336 ■ CAPRICORN

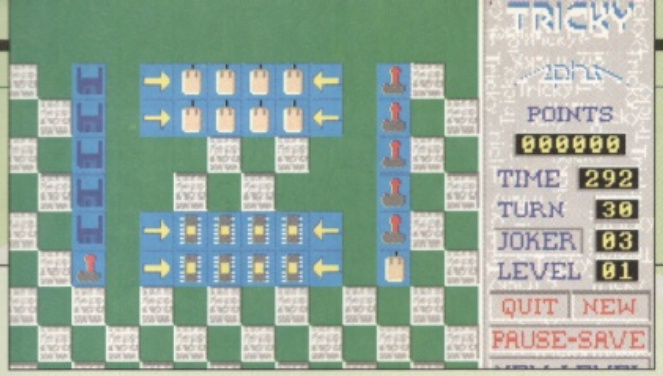
Well (no pun intended), it had to happen. Infogrames have only just released their official *Welltris* game – the follow up to the immensely successful *Tetris* – and some clever dick programmer has already come up with a PD version.

In many respects, *WellTrix* is very similar to the infamous *Tetris*, expect that this time the action is in 3-D. The idea of the game is to guide tiles down the edge of a well to fill up the gaps at the bottom.Once they reach the bottom, the tiles slide across the floor until they reach either the other side of the well, or they are obstructed by another tile. If the tile is unable to flatten out completely on the bottom of the well, the remaining sections of the tile remain on the wall. If this happens, the offending wall is then blocked off for a couple of moves, which can make things very difficult indeed.

Every now and then, there comes a game that is so brilliant, so utterly addictive, so bloomin' great that it just leaves everything else for dead. *Welltrix* is one such game. Avoid it at your own peril.



■ **Two walls blocked off and you get an awkward Z bit to fit in somewhere. Life just isn't fair!**



TRICKY

AMIGA ■ FISH 367 ■ GTS

■ Here's a tricky little game for you. Time's ticking down and you've already

Balls. That's what this game's all about. *Tricky* (as the name suggests) is a tricky little blighter than needs more than a couple of brain cells to conquer.

The idea of the game is to roll a little ball across a playing area, hitting all the onscreen icons as you go. Unfortunately, you don't have direct control over the ball itself – instead, there are a number of deflectors dotted about the screen that can be set up to change the direction of the ball. By carefully setting up all the deflectors, you must build up a path that will send the ball across all the icons. If you succeed, it's onto the next screen (and there are a fair few, I can tell you!).

TUNNEL VISION

AMIGA/ATARI ST ■ DISK 14C ■ FLOPPYSHOP

You've seen games of films, games of books, now experience the game of the eye defect. Nah, seriously, eye defects are pretty dull subjects where game design is concerned. After all, how many games have you seen where the primary aim is to cure a bad case of blurred vision?

Tunnel Vision was originally released on the Amiga by prolific PD programmer David Addison. The game has you lost in a randomly generated maze. Sat inside your computer-controlled tank, you must find your way out by journeying through the 3-D maze that has imprisoned you. To make the task a tad simpler, you can leave a radioactive trail – but make sure you don't backtrack as your hair will start to fall out.

3-D. As the computer slowly solves the puzzle, the onscreen cube is twisted and turned just like in real life, allowing you to follow with your cube. If you can't wait for that, just tear your cube to pieces and reconstruct it from scratch (I always used to!).

RUBIK'S SOLVER

AMIGA ■ FISH 362 ■ GTS

Still can't solve that old Rubik's cube you've got stuck in the cupboard? Crikey, you are hopeless. There's only one thing that a person like you needs, and that's this little Rubik's cube solver.

Just set up the onscreen cube so that it represents the mess that your cube is in and *Rubik's Solver* will complete it for you. How's it feel to think that your computer is smarter than you?

The cube itself is displayed in true

CRYSTAL CAVERNS

AMIGA ■ MEGA GAMES #2 ■ GTS

Crystal Quest, Crystal Castles, Crystal Caverns – seems like crystals are a popular subject for games programmers. In this game, crystals are your driving force. With pack on back, you venture into the unknown in search of your fortune. You'd better be wary though, as local peasants tell of unknown terrors waiting within the darkness. Many have ventured forth... Stop! Stop! I hate these crummy plots. Why can't programmers get right to the point – you're this little chappy who must journey through each screen, picking up little crystals whilst avoiding the baddies that surround you. There. That didn't hurt one bit did it?

POKER DICE

ATARI ST ■ GL2 ■ GOODMAN

Brilliant! Virtually every poker game I've seen in the last three years has featured breasts. So, as you can imagine, I loaded up *Poker Dice* with more than a small degree of anticipation. But what should I find? Not a single bloomin' mammary gland – not even a sneak of cleavage throughout the entire game! I ask you, what's the point in playing poker without the Bristols?

Pervy influences aside, *Poker Dice* may sound boring (after all, that's why the breasts are put in there in the first place – to liven the game up), but this PD implementation is one of the best available.

Everything is just so slick. From the very first screen, you'll be amazed at the professionalism of the whole affair – solid 3-D dice roll out of the screen, increasing in size until they finally lay to rest. From here, you've got two further chances to try and increase your score by carefully holding and re-rolling the remaining dice. Get it.

PD SUPPLIERS

There's a plethora of companies selling public domain games, demos and utilities. Here's just a small collection the suppliers holding Amiga and Atari ST disks. Look out for IBM PC discount disks in future issues of RAZE.

■ AMIGA ■ ATARI ST

- Amiganuts: (0703) 785680
- Amiga PD Library: (0742) 750623
- Atari Advantage: (0242) 224340
- Blitterchips: (0535) 667469
- Capricorn Computers: (021) 7070381
- Crazy Joe's: (0709) 829286
- EMPDL: (0602) 630071
- Floppyshop: (0224) 691824
- GTS: (0770) 82234
- Hal Computing: (0532) 435085
- Kad-soft UK: (0249) 817174
- Magnetic Media: (0827) 59566
- MT Software: (0983) 756056
- Nova: (0295) 262029
- PD Soft: (0702) 612259

PLAY

THE WORLD'S LARGEST CHAIN OF AMIGA CENTRES

THE REVENGE OF MR DIAMONDS DIRTY DOZEN

WHY SETTLE FOR LESS!!!

Southampton (0703) 232777
Fax 232679
Poole (0202) 716226
Fax 716160
London (081) 597 8851
Fax 590 8959
Midlands (0926) 312155
Fax 883432
Bristol (0272) 693545
Fax 693223
Eire (061) 376744
Fax 376470
Manchester (061) 834 4383

DIAMOND PACK 1C

DIAMOND DIRTY DOZEN
ALL OUR AMIGA A500 PACKS CONTAIN MACHINES WITH THE FOLLOWINGSTANDARD FEATURES

- 512K RAM
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built-in Speech Synthesis
- Two Operation Manuals
- Operating System Disks
- All Appropriate Connecting Cables
- 1.3 Kick Start

REVENGE OF THE DIRTY DOZEN.
PACK 1C
Nightbreed, Back to the Future 2, Days of Thunder, Shadow of the Beast 2, Chess Player 2150, Datastorm, Dungeon Quest,Emotion, Grand Master Slam, Kid Gloves, Rick Dangerous, RVF Honda, Shufflepuck Cafe, Soccer Joystick, Workbench Disk, Extras Disk, Tutorial Disk, T.V. Modulator and over 100 PD Programmes, + 2 Mystery Games.

£399.00 Including VAT.

CLASS OF 90's PACK
£499.00

DIAMOND PACK 1D

FLIGHT OF FANTASY

- 512K RAM
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built-in Speech Synthesis
- Two Operation Manuals
- Operating Systems Disks
- All Appropriate Connecting Cables
- !.3 Kick Start

AMIGA A500
PACK 1D.
F29 Retaliator, Rainbow Island, Escape From The Palnet of The Robot Monsters, Chess Player 2150, Datastorm, Dungeon Quest, Emotion, Grand Master Slam, Kid Gloves, Rick Dangerous, RVF Honda, Shufflepuck Cafe, Soccer Joystick, Workbench Disk, Extras Disk, Tutorial Disk, T.V. Modulator and over 100 PD Programmes, + 2 Mystery Games.

£399.00 Including VAT.

DIAMOND Z501

★ TWO YEAR WARRANTY
★ BATTERY BACKED CLOCK/CALENDAR
★ FREE UTILITIES DISK
★ ON-OFF SWITCH
D501 + FANTAVISION + SPRITZ + COMIC SETTER £79.95

£32.95 INC VAT
£44.95 INC VAT: "IT CAME FROM THE DESERT"
+ FREE DELIVERY IN EUROPE
OR £49.95 WITH PHOTON PAINT 2
NEW 8MB RAM BOARD
2MB P&P £149.00

DIAMOND PACK 2

If you thought the above Diamond Packs were good value just lookat our Diamond Pack 2!

SAME AS PACK 1C BUT WITH PHILIPS COLOUR MONITOR (U.K)
WITH 1084/S
£629.00
WITH 8833 £625.00
INCLUDING VAT

DIAMOND PACK 3

AS PACK 2 BUT WITH HIGH QUALITY 24 PIN COLOUR PRINTER

ONLY **£759.00** INC VAT

DIAMOND PACK 4

2 1/2 MB FLIGHT OF FANTASY

ONLY **£499.00** INC VAT

DIAMOND - THE NAME YOU CAN TRUST

EXPORT HOTLINE (0272) 693 545
EXPORT FAX NO (0272) 693 223

Diamond Computer Systems Ltd
406 Ashley Rd, Upper Park Stone, Poole. BH14.
Diamond Computer Systems Ltd
84 Lodge Road, Southampton.
LAN Computer Systems Ltd,
1045 High Road, Chadwell Heath, Romford.
LHC Microsales, 121 Regents St., Leamington Spa, Warwickshire.
Diamond Computer Systems Ltd
227 Filton Avenue, Bristol.
Diamond Computer Systems Ltd,
Ballina, County Clare, S. Ireland.
Manchester, 188 Deansgate, Manchester.

CHIP SHOP PRICES

WE ONLY SELL NEW CHIPS
A590 CHIPS
0.5 MB £29.95 INC VAT 1.0 MB £58.95 INC VAT
2.0 MB £115.00 INC VAT
A590 £319 + VAT
A590 2 MB POPULATED £399 + VAT
8 UP BOARD CHIPS
2 MB £109 + VAT 6 MB £319 + VAT
4 MB £219 + VAT 8 MB £429 + VAT
8 UP BOARD/SUPRA ONLY £160 + VAT
8 UP BOARD 2 MB POP £279 + VAT

★ SPECIAL ★

DIAMOND DRIVE
THRU PORT
ON/OFF SWITCH

ONLY **£49.95** INC VAT
WITH 10 BLANK DISKS
£53.95 INC VAT
WITH METAL CASE £64.95

SUMMER SALE NOW ON MI

WE ARE PARTICIPATING IN THE COMMODORE UPGRADE OFFER AND WE AREGIVING AWAY 1 FREE MEGA BYTE. IF YOU HAVEN'T RECEIVED YOUR MAILSHOT OR REQUIRE OTHER DETAILS PLEASE CALL.

YOUR AMIGA 500 IS WORTH OVER £800!!

When you part exchange it for a B2000 with an autoboot hard disk!

PART EXCHANGE YOUR AMIGA 500
1.3 KICKSTART WITH 1/2 MEG UPGRADE
GET AN AMIGA 2000 FOR £499 INC. VAT
Phone or call in to a Diamond Store for details!

DIAMOND CONFIGURED PACKS:

AT System
Amiga B2000
AT Bridgeboard
2090A 20 MB Autoboot HD
Colour Monitor

XT System
Amiga B2000
XT Bridgeboard
2090A 20MB Autoboot HD
Colour Monitor

Basic System
Amiga B2000
2090A 20MB Autoboot HD
Colour Monitor

Audio System
Amiga B2000 + 2090A
Colour Monitor
Music X & Midi Interface

Visual System
Amiga B2000 + 2090A
A2300 Genlock
Deluxe Video's

Phone for our incredibly low prices on the above systems!

RENDALE 8802
GENLOCK
£179 INC VAT

FLICKER FIXER
£259

PRICE BREAKTHROUGH
A590 2MB POPULATED
£399 INC VAT + DELIVERY
INCLUDES CONNECTING LEADS

VIDI AMIGA
£99 INC VAT

CAMERA
£199 INC VAT

VIDI + CAMERA
£289 INC VAT

CITIZEN SWIFT
COLOUR 24 PIN
PRINTER
£295

DIAMOND MULTISYNCH
MONITOR
£295

MUSIC X
The Ultimate
Music Package
Full Blown
Version £69.00
inc VAT

SONIX V2
£24.95

47MB Autoboot, Fast File System Hard Disk for B2000 - only £39540MS £395 - 28MS £435 - 111 MB, 23MS £695

HIGH QUALITY 3.5" BULK DISKS

INC VAT	INC VAT
10	5.00
25	12.00
50	23.00
100	45.00
200	80.00

Add £4.95 for 80 capacity box
AUTOBOOT 20MB HD & CONTROLLER FOR UPTO 7 DEVICES ONLY £199.00 + VAT

OKIMATE 20
FANTASTIC QUALITY 24 PIN COLOUR PRINTER
£149 incVAT

COLOURPIC

Real Time Frame Grabber

£489inc VAT

SOFTWARE CLUB

For just £20 a year you can obtain 30% discounts on software!
Call with your credit card handy to obtain your free mouse mat!

Comic Setter, Fantavision & Spritz	£34.99
Netherworld	£5.00
Star Wars	£5.00
Bombuzal	£5.00
Clownomania	£5.00
Saint & Greavsie	£5.00
Table Tennis	£5.00
Paperboy	£5.00
Mike Reid's Pop Quiz	£5.00
Baal	£5.00
Menace	£5.00
Bloodmoney	£5.00
Amegas	£5.00
The Art of Chess	£5.00
Barbarian	£5.00
Buggy Boy	£5.00
Ikari Warriors	£5.00
Insanity Fight	£5.00
Mercenary	£5.00
Terrorpods	£5.00
Thunder Cats	£5.00
Sonix	£24.95

PRINTERS

All printers in our range are dot matrix and include thefollowing features...
Standard centronics parallel port for direct connection to Amiga,PC's, ST, Archimedes etc. Tractor and friction paper feeds.

PANASONIC KXP-1124
24-PIN D.MATRIX PRINTER £199

OKIMATE 20
24-PIN COLOUR THERMAL DOT MATRIX PRINTER £159

STAR LC-10 MONO
Multiple font options from front panel, excellent paper handlingC64/128 version available. £125

STAR LC-10 COLOUR
Colour version of the popular LC-10, allowing the effect of fullcolour on screen dumps (requires colour printer drivingsoftware). C64/128 version available. £169

STAR LC-24-10
24 Pin version of the popular LC series with exceptional letterprint quality £199

STAR XB 24-10
24 PIN COLOUR PRINTER (INCLUDES COLOUR OPTION) £439

CITIZEN SWIFT
COLOUR 24 PIN PRINTER £295

CITIZEN SWIFT
MONO 24 PIN PRINTER £249

MONITORS

PHILIPS 8833 (U.K) COLOUR MONITOR WITH STEREO SOUND
ONLY £199

DIAMOND MULTISYNC MONITOR
ONLY £295

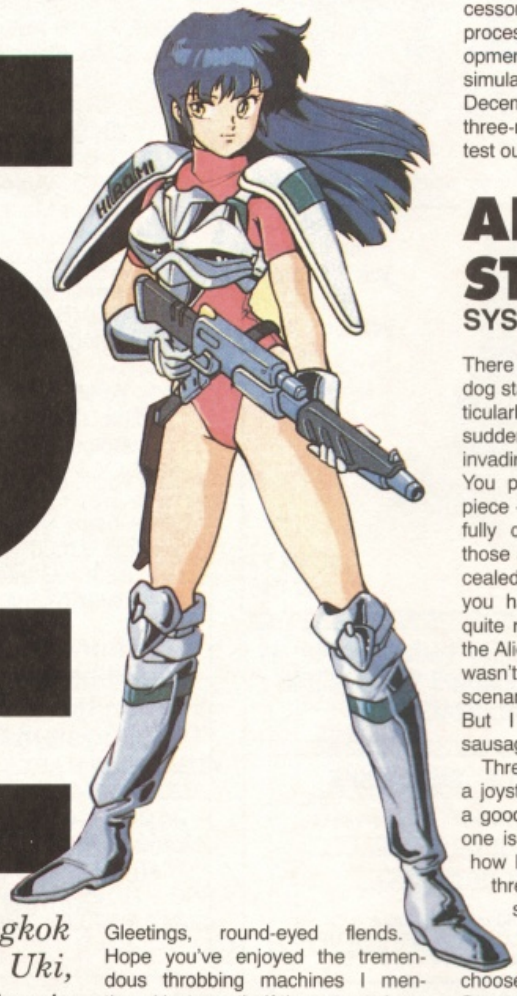
COMMODORE 1084/S MONITOR
ONLY £199

DIAMOND 3D MULTI SYNC MONITOR
£379

ALL PRICES EXCLUDE VAT. COURIER £5. NEXT DAY SERVICE £10.
E & OE. All prices correct at time of going to press and aresubject to change without notice.

ILLION £ STOCK CLEARANCE

HOT SLOTS



That Bangkok beauty, Suzy Uki, has hit the streets once more in search of the ultimate in powerful pulsating coin-op contraptions. Satisfaction is what she gets...

Gleetings, round-eyed flends. Hope you've enjoyed the tremendous throbbing machines I mentioned last month. If those turned you on, boy have I got some things this issue that will have you on your knees dribbling for more.

While wandering the streets looking for a piece of action – in the gaycens, of course – I heard an interesting titbit about Sega and their intentions. At the forthcoming Tokyo JAMMA exhibition they will be showing off their System 32, which promises to usher in a new era of coin-op excitement – big vibrating machines capable of inducing a frenzy into the most frigid of people. My kind of toy!

What this means for you, my fair-skinned friends, is one of the most sophisticated mother boards will soon be making an appearance in arcade machines near you. The System 32 uses, mmm, 32-bit technology to create some of the most impressive graphics and animation ever. System 32 is the first arcade machine to incorporate a 32-bit processor and an additional 8-bit sound processor. After two years in development, Sega's first game – a driving simulator – will hit the streets in December. Further titles will follow in three-month intervals. I can't wait to test out the powerful hydraulics.

ALIEN STORM

SYSTEM 18/SEGA

There you are working on your hot dog stand, licking the sauce of a particularly long sausage, when all of a sudden the world is threatened by invading aliens. What do you do? You pick up your sausage, ahem, piece – third time lucky, eh? – carefully concealed weapon and blast those aliens. Why do you have concealed weapons you ask? Because you haven't a piece. No, that not quite right, because you are part of the Alien Busters team! Silly question wasn't it? Come to think of it, the scenario's silly and a bit suspect too. But I don't mind the bit about sausages.

Three of you can get to grips with a joystick simultaneously and give it a good waggle. Okay, so three onto one is tiring for the one, but that's how I take it . Believe me, it takes three to get the most out of one stick – especially if you expect to get far in the game. There are three characters to choose from: Gordon, Karla and Scooter. Each has its own potent armament and special assault tactics.

The action switches between high speed scrolling and 3-D scenes. In the latter you can shoot just about everything, a wonderful way of relieving excess stress brought about by reading appalling scenarios and suffering sausage withdrawal symptoms.

■ **The calm before the storm, *Alienstorm* that is. Gordon, Karla and Scooter selling their wares**

ROBOTS IN DISGUISE

For nearly two years, Marshal Monkey Rosenthal has been raging about "this great game centre in Chicago". Yeah, okay, we thought. (Marshal thought the Konix was great too, if you know what we mean...) Anyhow, the whole shebang is now up and going in the States...

My first glimpse of Battletech was in 1988, at the summer Consumer Electronics Show. A small section was cordoned off near the Nintendo game area, and the place was choked with people standing on each other's shoulders as they looked at some arcade game consoles that you could sit in.

Or so I thought. Turns out it was a prototype game concept put forth by FASA, the people who make strategy, adventure and roleplaying board games. Based on their popular Mech Warrior robot fighter games, the consoles were actually interactive systems that could access each other for realistic gameplay.

Two years on and I get to play the finished thing and meet the guy behind the idea; design and technical director, Ross Babcock. He takes me to an IBM PC which is running diagnostics on the two partly disassembled console units hooked up in a spaghetti tangle of wiring. "The proprietary operating system enables us to monitor and configure each of the games within minutes of start-up," says Ross. "There are nine modes in effect, the controller [computer] and eight consoles. The PC we use to run our program is a souped-up 386, but each console operates independently once start-up is initiated."

Pointing to a console, Ross addresses the mechanics that link the two. "There are two operating systems functioning in each console. The main OS is proprietary, and so we won't be getting into that, other than it uses 32 megabytes of graphic RAM, displaying 256 colors in high-res. And keep in mind that the cockpit's main screen graphic display is capable of full real-time scaling."

I note some familiar hardware sticking out, and discover the motherboard of a gutted Amiga 500 has been inserted. "The

■ Marshal monkeys about in the Mech and discovers he can't fax anyone from the

Amiga drives all the secondary screens, and releases the main CPU for graphic-only work."

We move over to one of the cockpits, and I swing inside. Ross directs my glance to various sections of the interior, such as the four speakers which provide surround sound effects. There's also a sub-woofer mounted beneath the seat to provide deep bass, and a final sixth speaker for the intercom system.

Trying to get a feel for the vehicle takes a bit, what with so many options open and the lumbering feel of 100 tons in full motion. I take a few moments to position the crosshairs, zeroing in on the odd shrub and power tower – blam! The resulting audio visual explosion is immensely satisfying. Depending on the Mech, weaponry includes machine guns, small through large lasers, particle projection cannons, short and long range missiles, and auto fire cannons with various ranges. "Each weapon does a different level of damage when it hits," Ross points out, "and damaging other Mechs is what it's all about."

▲ If you're in the States around Chicago way, pop in to Fasa and check the BattleTech Centre out: Fasa Corporation, North Pier, 435 East Illinois Street, Chicago, Illinois 60611

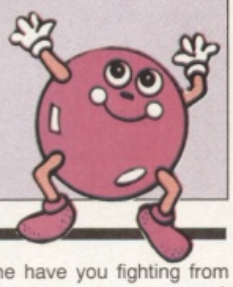
■ The Battletech system in all its glory. "Yeah, very funny, guys! You can let me out now." Oops sorry, Marshal, just fax us your requests and we'll see what we can do.

POP-A-BALL

SMS Corporation

Balls will be a-popping with this release. *Pop-A-Ball* is a strange variation on those poker games that you find hidden among the bandits. Ok, so this is a gambling game! I'm not ashamed to admit it. Not that I would encourage gambling of course; I always go for the safe bets. Er, like heads you win, tails I lose. Or should that be...

What makes this little game so enjoyable is all those bouncing balls. They pop up all over the place and then disappear down little holes. It's easy to win, you just get your hands on a nice pair. I could spend many a long hour watching those balls popping out and bouncing around!



LINE OF FIRE

SEGA

With the successes in recent years of Sega's *Out Run* and *Afterburner*, and more recently their R360 *G-Loc* system, it's interesting to see them delve into Taito's realms with the release of the shoot-'em-up *Line of Fire*.

You are one of two lucky commandos given the simple task of breaking into an enemy base to steal a powerful gun. Oh, joy! All goes well until the enemy notices what you're up to; it's then that you have to fight your way out of the mess. Personally, I'd have stayed put and let them ravage me. But, please, don't let me put thoughts into your mind. Fortunately you have the recently acquired weapon to shove up anyone who comes at you. Ooooh, please...

Using grenades or just plain vanilla bullets you can dispose of the hordes of enemies. No prizes for guessing which is the more satisfying to use. Later stages of the game have you fighting from inside jeeps, powerboats, aircraft and jet copters.

There are two versions of the game, the upright and sit-down. Both have vibrating guns to hang on to, although they're much bigger in the sit-down version. If you're greedy like me, and just can't get enough satisfaction, you can hold onto both pulsating guns at once. The experience is out of this world. Both versions of the game let you play with a friend. Personally, I prefer to play with myself.

Line of Fire is similar in style to *Operation Wolf*, but contains the occasional diagonally-scrolling 3-D section. Who cares – it's a treat.

■ Grab that gun and, as Sega say, "feel the thrilling realism of firing a weapon." You bet!

SUZY UKI'S

HONG KONG HOT TEN

1. **SMASH TV** (Williams)
2. **MOON WALKER** (Sega)
3. **MAGIC SWORD** (Capcom)
4. **LIGHTNING FIGHTERS** (Konami)
5. **COLUMNS** (Sega)
6. **BONANZA BROS** (Sega)
7. **FINAL FIGHT** (Capcom)
8. **BLOXEED** (Sega)
9. **PASSING SHOT** (Sega)
10. **TETRIS** (Atari)

The word from Suzy Uki in Hong Kong, home of some of the largest video arcades, is that the above is a fair representation of what's hot in the coin-op stakes this month.

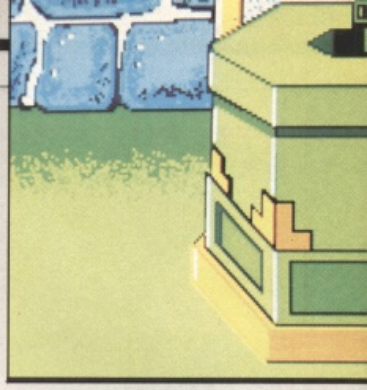
NEURO venture

Bleep, bleep. Paul Rigby transporting in on all stella orbit two-two. Opening cargo bay doors. Vacuum sealing initiated... Warning, Warning. System overload. Cannot handle this much data. Warning... Warning... Bloooom $%£&*!

■ *Tunnels and Trolls* is strictly for strategy fans – but that's not to say it's boring!

● You can now get your hands on the computer version of the *Tunnels and Trolls* role-playing series. Produced by Stateside outfit, New World Computing, and distributed by US Gold, *Tunnels & Trolls* lets you control four adventurers from a batch of pre-generated characters hoping to wrestle the rule of their kingdom away from the Death Empress. PC owners should get it first, with an Amiga version to follow.

● The PC version of SSI's *Interceptor* is just out. Based upon FASA's series of boardgames, you guide one or more pilots through a variety of combat scenarios against the dreaded TOG (Terrain Overlord Government). Missions include fleet intercepts, space station strikes, and lots and lots of dogfights. AI is promised to be high and there are 24 different ship types available, with an option to design your own. An Amiga conversion is planned for early 1991.



■ One of the may locations in Mindcraft's *Questmaster* which originally came out under Spectrum Holobyte.

QUESTMASTER THE PRISM OF HEHEUTOTOL

MINDCRAFT ■ FANTASY ADVENTURE

Created by Shaun Berger, *Questmaster* is a classic text/graphic adventure. It comes on four disks with a 15-page manual, and tells a story of the evil Colnar and your quest to capture the prism.

As soon as *Questmaster* is loaded the best feature of the game hits you squarely between the eyes. *Questmaster*'s graphics, created by Rick Incrocci, are some of the most original yet – as far as adventures go. They avoid the usual flat, uninspiring 2-D fare, plumping more for exciting, colourful cartoon characters.

The game structure is not like other text/adventure games. It has a sprinkling of roleplaying combined with a variety of puzzles, some solved in realtime. The parser is pretty good, with a comprehensive vocabulary accepting most complex sentences. However, it doesn't like pronouns.

Your score is calculated from your experience. The more puzzles you solve, the more points gained. However, you lose experience points every time you save the game (neat idea), get killed, or if you take too much time. The total is saved to disk for use in the forthcoming sequel.

Questmaster was originally released in 1988 and was poorly distributed by Spectrum Holobyte. Now Mindcraft have the title, Shaun Berger hopes he can resume his sequel plans. *Questmaster 2* promises to be vastly different with a dramatically upgraded game system. While not gaspworthy, *Questmaster* is an enjoyable game that could well turn out to be the basis for a very successful series.

QUESTMASTER
MINDCRAFT

IBM PC £34.99 .....76%

Pretty middle of the road stuff, but good fun all the same.

PREVIEW

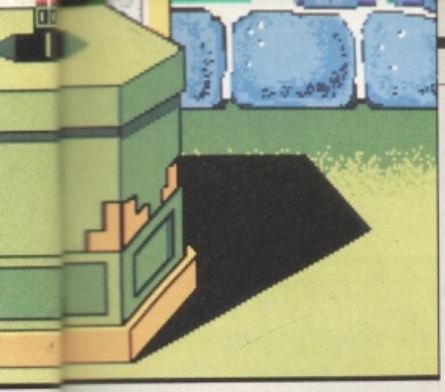
There's an Amiga version coming out soon which shouldn't change too much from the PC.

INFOCOM BECOME LEGEND

Infocom fans rejoice! No, Infocom haven't reformed, but the news is the next best thing. Bob Bates, creator of Infocom's *Sherlock*, has set up his own software company called Legend Software. Guess who else works for Legend? Why, none other than Steve Meretzky, creator of Infocom's *Leather Goddesses of Phobos*, *Hitchhiker's Guide to the Galaxy, Zork Zero, Planetfall*, etc. From this union of talent has appeared *Spellcasting 101: Sorcerers Get all the Girls (SGATG)*, a game which can be tenuously described as a fantasy version of *Leather Goddess*. The IBM PC demo I saw had the screen divided into three sections: a graphic screen (yes, Steve's gone graphic on us), a text message window and a third window chock-a-block with verbs, nouns, etc. You can play the game as a straight text adventure or as a menu-driven adventure, you can also click on the graphics to invoke actions.

Function keys call other routines, most of which I didn't get to see in the short demo time. The plot tells us that we have just joined Sorcerer University, and the game revolves around your studies and social activities during your stay there. There's a mission to complete but, as Legend say, "...it's not some cheapo, find-the-missing-magic-sword quest either. We're talking end of the world-type stuff here..." You can go on field trips to the Island of Horny Women and The Restaurant at the End of the Ocean. In your time off, you can meet interesting people in the student's union and go to social clubs such as the famous Tappa Kegga Bru or I Phelta Thi fraternities. *SGATG* runs in two modes, "Nice" and "Naughty". Legend say that the game is R-rated in Naughty mode: "It contains language and a general moral attitude that may offend some. It is recommended that these people buy the game, and then throw it away as a form of protest."

The graphics look excellent and are animated in a similar way to Magnetic Scrolls' new *Wonderland* game. The parser, from my brief demo, appeared faultless and can take sentences with multiple objects and infinitives. The game has just appeared in the States on the PC with MicroProse handling the marketing. The UK operation are seriously thinking of handling *SGATG* over here, and an Amiga version is in the pipeline.



BLITZKRIEG AT THE ARDENNES

STORM COMPUTERS ■ WARGAME

Blitzkrieg at the Ardennes (*BATA*) is a division-level wargame based upon what is popularly known as the Battle of the Bulge. *BATA* uses a hex-based (1700 of the things) system, that extends from Antwerp in the western area to the Sigfried Line in the east. The main tactical decisions are based around a zoom view of around six by eight hexes wide, the units being identified by the classic counter-style pieces.

The game designers have tried to emulate the boardgame produced by Game Designers Workshop. In fact, game responses such as "defender back four" and the zones of control approach are directly linked to this genre. This is a design philosophy that I'm not at all happy with. Boardgames and computer games should be kept firmly apart. Design problems arise when you try to mix the two – as happened in this game.

Good points include the respectable graphics, which are clear and well presented, and the sound. The latter is normally sneered at by wargamers but in *BATA* it enhances the atmosphere. There are some great battle sounds and even a few pieces of comic speech.

The game does contain some good features, for instance the integration of infiltrators and some comprehensive AI options, but things like the slow and jerk screen scrolling and an even slower computer opponent (I waited 15 minutes for the computer to move once!) detract from the novel game content.

If you're in the market for a serious wargame, *Blitzkrieg at the Ardennes* is still worthy of consideration.

BURTZEIG AT THE ARDENNES
STORM COMPUTERS

AMIGA (IMB) £29.99 ..77%

Even though it packs out the Amiga's memory, it's still surprising that the game is so slooooow.

PREVIEW

There's a IBM PC version (£34.99) coming out within the month, which'll be quick on quick machines and slow on slow ones (as if you didn't already know).

BRAVE NEW WORLD

You may have noticed that there are often a few imports in Neuro Venture. You can obtain all the import games direct from Computer Adventure World, 318 Kensington, Liverpool L7 0EY. Or give them a ring on (051) 2636306 for their stock is constantly changing.

THE DARK HEART OF UUKRUL

BRODERBUND ■ FANTASY RPG

Coming on both disk formats (one 3.5-inch and two 5.25-inch) along with a 74-page manual, *The Dark Heart of Uukrul* is a first-person FRPG in which you must vanquish the evil Uukrul and free the land of Eriothe.

You control four characters (paladin, mage, cleric and fighter), chosen from a 'pre-rolled' team. The stats of each character are found from answering questions in a similar way to the later *Ultima* games. The magic is divided into two, mage and cleric, both invoked via rings. Each mage ring (using Psychic Points) rules one arcana (fire, frost, healing, protection and knowledge). Clerics, who have their own rings (using Virtue Points), get by with prayers to one of the four gods.

Running around the maze, you will find a small bunch of humans who run the marketplace where supplies can be found. Sanctuaries are also available where you can rest and store items (it also acts as a save position location – you can do a temporary save anywhere in the game, though).

Movement is done via the cursor keys. Special commands are available from a menu that changes with special occasions. You might find options to climb up/down stairs, listen at doors, search walls and a heading check (directional), for example.

When you enter combat, the viewpoint changes to overhead. You will also see a portrait of the monster(s) you are facing. Experience is awarded according to how much each character contributed to the combat – a fair system.

Although the game has its fair share of hack 'n' slash elements, there are quite a few puzzles to keep the brain ticking over – strange diagrams, weird inscriptions and so on, lighten the combat. *Dark Heart* is well presented, with very respectable VGA graphics and an excellent automapping routine. I have no hesitation in recommending it as an enjoyable RPG.

■ **Exclusively reviewed and tipped in the same issue. Can't ask for more than that!**

THE DARK HEART OF UUKRUL
BRODERBUND

IBM PC 82%

Some great VGA graphics make this a must for top-end PC owners, while the content and depth should still excite those mortals with 8Mhz EGA systems.

● **Watch out for the Sierra lookalike adventure from Mirrorsoft called *Omnicron Conspiracy*. It's just been converted to the Amiga and Atari ST having been originally released on the IBM PC. And guess who wrote the manual – none other than Mr Mint-Aero.**

● **SSI hope to wipe the floor with *Dungeon Master* in November as their first-person perspective *Eye of the Beholder* arrives on the PC with an Amiga version appearing in early 1991. You can control up to four characters and two NPCs. There are six different races, six different character classes and various character ratings including high priest, lords, paladins, ranger lords, wizards and master thieves.**

WHITE DEATH

STORM COMPUTERS ■ WARGAME

The right flank of Sokolovski's Kalinin Front launched an offensive against the city of Velikiye Luki. The intention was to cut the vital Vitebsk-Leningrad railroad but what resulted was a bitter fight against the under-strength German defenders. Produced by the same programmers who created *Blitzkrieg at the Ardennes* (see elsewhere), *White Death* benefits from a similar high level of graphics and sound. It also suffers from the same long wait when the computer makes its turn and the failing of relying on a boardgame mentality.

Many of the facilities are the same. In addition, though, I found *White Death* over-complex in combat mode with too many actions to access from the pull-down menus. In addition, I was too often confused as to which units where doing the attacking/defending as no obvious indication was given. Although not as satisfying as *Blitzkrieg*, *White Death* is still worth a look.

This is a conversion of the successful boardgame of the same name which takes a look at a little reported battle on the Eastern Front.

WHITE DEATH
STORM COMPUTERS

AMIGA (IBM) £29.99 ..70%
The overly complex battle moves and slow response times hold back the Amiga version from impressing.

PREVIEW
The IBM PC version (£39.99) should get rid of some of the wait-time problems.

■ ***White Death*** **relies too much on the boardgame mentality. If you're working on a computer, you should fully exploit the computer's potential and not settle for a straight translation.**

● **PC owners thinking about buying a soundboard should ring RC Simulations because they are selling AdLib boards for a mere £99 (while stocks last)! Contact: RC Simulations, Beehive Trading Estate, Crews Hole Road, Bristol BS5 8AY. Tel: (0272) 550900.**

● **Rowan Software, developers of *Flight of the Intruder* and *Falcon Mission Disk 2*, will release *Red Phoenix* early next year. Based upon the book of the same name by Larry Bond, the game is set in the second Korean war. *Red Phoenix* is a mixture of simulation (flight and submarine) along with hectic action. You play the game from the viewpoint of one of the six major game characters. Releases will be on all three 16-bit formats through Mirrorsoft.**

WEIRD TALES

INTERACTIVE TECHNOLOGY ■ TEXT ADVENTURE

Martin Westwood, of Interactive Technology, is a hard-working lad. *Weird Tales* is Martin's third release, and it shows how, in a short time, he has improved in programming and, most of all, in design. *Weird Tales* (the name of a long lost pulp fantasy/horror story magazine in which many well known names appeared, such as HP Lovecraft) is a text-only adventure containing two stories that have a Cthulu Mythos flavour. The layout is very clean and uncluttered, with an "environment strip" that lies across the top of the screen informing you which location you are in. The game system, called ZEN, is based upon Incentive's *STAC* but the resemblance is non-existent. I was convinced ZEN was a proprietary system, which is the highest compliment you can pay any utility-driven adventure.

The parser is by no means perfect, having one or two glitches, but it will cope with most inputs. And although the interaction is straightforward, the reams of textual description are wonders to behold, most inputs will receive an intelligent answer too. I have always thought Martin was a good storyteller and *Weird Tales* re-enforces that view. Coming on three disks, this game is an absolute cracker. For an independent software house it is superb!

WEIRD TALES
INTERACTIVE TECHNOLOGY

ATARI ST £14.95.....81%
If it weren't for the parser glitches, I'd have given it a RAZE Rave.

● **You can get hold of Weird Tales direct from Interactive at PO Box 146, Sheffield S13 7TY. Please add £1.00 if outside UK.**

CRASH MAIL ORDER SPECIAL!

THIS BOOK WILL SAVE YOUR LIFE!!

When you're beaten by the best, there's only one way to win: CHEAT! Corish's Computer Games Guide is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Now there's no need to be stuck on your favourite game, the Computer Games Guide has the answers!

RRP £19.95

Corish's COMPUTER GAMES GUIDE

Hints, Tips & Pokes for your favourite computer or console

CHEATS FOR

SPECTRUM ★ C64
CPC ★ ST ★ AMIGA
CONSOLES

STUNNING! *Over 500 pages!*
AMAZING! *Over 1000 games cracked!*
BRILLIANT! *Over 9000 hints, pokes & maps!*

★ G'day! Produced in Australia, it took game players from Down Under by storm!!

★ Includes over **175** solutions for the top adventures and arcade adventures!

GAMES GUIDE ORDER FORM

Please send me a copy of the Computer Games Guide. I enclose £19.95. Method of payment, please tick:
❑ Cheque ❑ Postal Order ❑ Access ❑ Visa

Credit Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date.....

Signature.....

NAME.....

ADDRESS.....

.....

.....POSTCODE.....

Make cheques and postal orders payable to Newsfield Ltd. Send this form to: Newsfield, Games Guide Offer, Ludlow, Shropshire SY8 1JW. Please allow 28 days for delivery, though we'll try to be quicker. Enquires: 0584 875851, ask for the Mail Order department. Offer applies while stocks last.

IceBreakers

We know the fragility of the information given out each month in your technically advanced RAZE. So to deceive potential Cyberhackers we downloaded the whole database, via a null-modem, into the brain of a hairy, 1,785lb orang-utan – who we keep in the cupboard wired into the RAZE mainframe. Ha! Hack into that one creeps!

UNIVERSE III

Amiga, IBM PC

Some info on the Omnitrend/Impressions adventure for ya. The blaster needs a charge. In the kitchen, get a Coke. By the jammed door, open the cola, drop it, get the hell out and return. In the courtyard, stand on the alien beastie. In the southern corner, keep moving on the boat. To repair the recorder, leave it with Honsoku in the SciLab.

DRAGON WARS

Amiga, IBM PC

Before you leave Milton Key... sorry, purgatory, hire Ulrik in the tavern and listen to the rumours (about that one down at number 6, do you know she's got that fancy man of hers?, blah, blah...). While you're in Lansk Undercity, there is a hidden wall in the centre of the maze. This place leads to the Lansk dragon (barbecues a speciality). In Lansk you'll need to get through the red tape of getting papers, etc. You'll get a governor's pass in the end, though. You will need this to cross the War Bridge. As far as magic is concerned, you don't need a mage with Sun/Druid magic, just hire Valar. This guy has Sun spells in the tavern at Phoebus.

■ **Can you escape from purgatory in *Dragon Wars*? Paul Rigby can (smart ass).**

THE DARK HEART OF UUKRUL

IBM PC

First help for this exclusive RAZE review game. If you're after the Sage, try looking between the third and fourth sanctuaries. Use the south door in the cavern where the air is pretty cold and work your way south and down umpteen flights of stairs and west to the area of the king's burial chamber. Take the door south just before you reach the chamber and another to meet Sagaris. He'll identify any items you may be carrying – for a fee. Oh, and don't waste scrolls, they're used in combat. Then go south and west, follow the warm air to the fourth sanctuary. The fifth sanctuary is a hell of a long way away on the eastern side of the caverns. The key around the wizard's neck – no I'm not tellin' you where he is – opens a grate reached through a secret door in the centre of the first room south of the fourth sanctuary.

CHAOS STRIKES BACK

Amiga, Atari ST

The four different routes from the junction meet at the entrance to the Diabolical Demon Director on level seven. Beyond ol' DDD they part again, one Corbum found on each way to the final encounter on level ten. Complete all four DDD routes before attempting to pass this point. In the snake area, on the Dain route on level five, you'll probably have all sorts of difficulties getting the Winged Key from the central pillar. What to do? Well, before you cross this room, map the room directly below (ie: The Cistern) and clear it of all monsters. Approach the eye, show it the Zoathra spell, then you'll be teleported to 4S, 2E. Go 2S 1E 5S, press the button and step back three squares. You're teleported to 6S 3W... and that's as much as I'm saying. Figure out the rest yourself – (sounds of Transalvanian-type laughter with reverb).

MIGHT & MAGIC II

Amiga, IBM PC

Having problems with the Orb? Go on, you can tell a friend. Well, if you are, and it's moving it out of the cavern which is proving to be the main barrier, then I'm afraid the answer will not be a logical one. The answer is simple – as long as you have a hireling in your party.

NEUROMANCER

Amiga, IBM PC

Anyone out there having trouble finding the Comlink 4.0? It's fairly important to have. Well hidden it may be, frustrated you may become but for the people who are just about to tear their hair out, remember, the SEA is supposed to be good for your health. Erm, yes, that was a clue.

HARPOON

IBM PC

Playing the allied side? It is pretty silly to go silent as far as your electronics are concerned. In which case, use your AEW assets to their full potential over land bases (ie: fly high and loud). The Soviets know where the bases are anyway, so it's not as if you're giving anything away. Besides, now they'll know that base is being 'looked after'. Of course, the Soviets will see the AEWs as high priority targets. It is prudent, therefore, to protect them. If you detect an air threat, pull the AEW back and send out an interceptor force to deal with the attackers.

ULTIMA V

Amiga, Atari ST, IBM PC

Now, this glass sword business. It exists, certainly. But it's not much use. At least I don't think it is. I've heard that it can be used against the Shadowlords but I haven't a clue in what way. Any road, you don't need it to finish the game and if it breaks then no sweat.

● *Action Stations!*, which received a warm welcome in the last issue, is continually being upgraded. At the moment it's way past version three and growing! The reason? Because players write in to criticise features, send in suggestions for extra features and so on. If you have *Action Stations!* and you feel it can be improved still further, write to Storm Computers, 140 Arndale Centre, Wandsworth, London SW18 4TQ. Please note that the prices printed last issue were wrong, they are: IBM PC £39.99, Atari ST and Amiga £29.99.

● Atari ST owners now have their own adventure magazine on disk. Created entirely with STOS, Syntax contains covers, reviews, news, letters, and hints and tips. Contact Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. It's just £3.50 an issue/disk, with the yearly subscription just £20.

RAZE crave...

Get your PVC to bend over backwards for you!

The following consoles are available at £5 off retail price if you quote your Personal Voucher Card. This is an amazing bargain you just can't miss out on.

	RRP	PVC DEAL
ATARI LYNX incl. console, California Games & videolink	179.99	**174.99**
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	**64.99**
NINTENDO DE LUXE SET incl. control deck, 2 controllers, R.O.B., Zapper (light gun), Gyromite & Duck Hunt games pack	149.99	**144.99**
NINTENDO ACTION SET incl. control deck, 2 controllers, Zapper (light gun), Super Mario Bros & Duck Hunt games pack	99.99	**94.99**
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	**74.99**
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	**74.99**
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	**74.95**
SEGA MASTER SYSTEM PLUS incl. console, 2 joypads, light phaser, Super Hang On & Sa	99.99	**94.99**
SEGA SUPER SYSTEM incl. console, 2 joypads, light phaser, 3D glasses, Super Hang On & Missile Defense	129.99	**124.99**
SEGA MEGA DRIVE (16-bit) incl. console, 2 joypads, Altered Beast	189.99	**184.99**

Seen

a console or computer game reviewed or advertised which you just simply must have ? Then look no further than to our SOFTWARE MEGADEAL offer on this page and make use of our amazing give-away discounts!

TGM CLEARANCE SALE

Special Bulk Offer:

Buy any six issues for only £6!
Buy any twelve issues for only £9!
Single issues £1.50 each
Issues 1-34 still available in very limited numbers.
Hurry while stocks last...

Yummy goodies you just can't be without! Available straight from the best source – the RAZE cave stocked with fun-packed utensils

RAZE STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/PLus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

BUDGET GAMES!

Order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

MAIL ORDER HOTLINE 2 to 5 pm ☎ 0584 875851 ☎
All prices include postage, packing & VAT. No extra charges

HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarily, dont forget to indicate garment size for cloathwear. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for UK/Eire/Europe only. For Overseas orders please add **£2.00** per item for Air Mail delivery.

RAZE*crave* COUPON Issue 2

Name

Address

Postcode

Tel:

PVC No:

Item	Format/Size	Price

Order Total: £

Method of payment: ■ ACCESS ■ VISA ■ PO ■ Cheque (made payable to Newsfield Ltd.)

Credit Card No. Expiry Date:

Send to : **RAZE*crave* ● Newsfield ● PO Box 10 ● Ludlow ● Shropshire SY8 1JW**

GUNFIGHTER

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

---

Proprietor B.Everiss, PO. Box 71. Kineton. Warwick. CV35 0XA.

Calls charged at 33p per min. cheap rate and 44p per min at all other times

(Ask whoever pays phone bill)

WHY WAIT? ORDER NOW FROM TELEGAMES

TELEGAMES

STILL EUROPE'S LARGEST VIDEO GAME CENTRE

CBS COLECO VISION™ Nintendo

SEGA PC SUPER GRAPHIX NOW IN PC Engine

ATARI LYNX 2600 and 7800 INTELLIVISION NINTENDO GAMEBOY

SEGA MEGA DRIVE IN STOCK NOW

SNK NEO-GEO PAL & SCART SYSTEM

NOW AVAILABLE 'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWING ALL POPULAR GAMES SYSTEMS –OVER 400 GAMES £14.95

SPECIAL OFFERS

MEGADRIVE COMPLETE WITH FREE GAME, JOYSTICKS
SCART/PAL VERSION £229.95
SCART VERSION £219.95
PC ENGINE COMPLETE WITH 2 GAMES, 2 JOYSTICKS
PAL VERSION £219.95
SCART VERSION £209.95

PC ENGINE 2 PLAYER ADAPTOR £42.95 WITH ANY PC GAME FREE

NOTE: We only sell fully compatable, 1 year guaranteed items

Send for lists (state make of game)

TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

FED-UP PLAYING WITH YOURSELF? THEN READ ON...

Do you think you could conquer the world or survive the pitfalls of being a Troll? Are you a potential Captain Kirk or even Mastermind material? Now you can FIND OUT! Enter the exciting world of Play by Mail, send NOW for a FREE Start-Up in any of our games.

CRISIS! is a fast-paced wargame for twenty players set on Earth in the near future. You send your troops out to invade the countries of the world while your factories produce the income required to fund your campaigns, and your nuclear missiles obliterate vast tracts of enemy land!
TURNS PROCESSED FORTNIGHTLY £1.50/turn

TROLLS BOTTOM is a strange island of magic and mayhem where seventy players play the part of enormous Trolls. They fight, hunt, make things, eat, and fight again until only one remains. Perhaps that one will be you?
TURNS PROCESSED EVERY TEN DAYS £1.50/turn

STAR CLUSTER is a game of interstellar conquest for fifteen players. Each race seeks ultimate control of the cluster, but first they must explore and conquer it. Could you lead your race to stellar domination?
TURNS PROCESSED FORTNIGHTLY £1.50/turn

TRIVIA is a postal trivia league for one hundred players. You answer a selection of twenty 'trivia' questions and set two of your own for the other players to answer. Each league contains ten divisions of ten players, could you gain promotion to the top of the first division?
TURNS PROCESSED UPON RECEIPT £1.50/turn

Games by Mail

5 TOWN LANE, LITTLE NESTON, S. WIRRAL, L64 4DE
TEL: 051-336 1412 FAX: 051-336 815€

G·B·M
For quality Play by Mail Games

TICK START-UP REQUIRED

- ☐ CRISIS!
- ☐ TROLLS BOTTOM
- ☐ STAR CLUSTER
- ☐ TRIVIA

START-UP AND FIRST TWO TURNS FREE!!

NAME_____

ADDRESS_____

Games by Mail
5 Town Lane, Little Neston, S. Wirral, L64 4DE.

A personal message

If entertainment's the name of the game, then you can't miss out on RAZE. Crammed full of console, computer and coin-op entertainment, RAZE guides you through the maze of new high-tech gadgets, sizzling software releases and mega games events.

There's only one way to make sure you don't miss out on Shintaro's culinary delights, Marshall's multi-billion dollar fax messages and Suzi's big pulsating turn-ons and hot slots: Subscribe to RAZE and stop chewing your near extinct finger nails. Stop worrying about whether there's a copy left at your Newsagent, whether your going to survive on crisps and coke alone for the remainder of the month, or whether your going to have to rush off to the British Library to read the latest copy of RAZE on microfiche.

There's no need for this kind of hassle.

Subscribe now for twelve issues and settle back in your comfortable hydraulically pulsating cabinet seat and enjoy!

RAZE has it's very own subscription and single issue sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 421 1285 (fax 519 421 1873) - Mastercard Welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Yearly subscription rates USA $65, Canada CAN $75. Single issues USA $5.45, Canada CAN $6.45 (inclusive postage)

Yes, put me out of my misery and count me in as a subscriber to RAZE. I look forward to twelve action packed issues of RAZE.

❑ UK £18 (normally £24) ❑ EUROPE £25 ❑ WORLD AIRMAIL £38

❑ I enclose a cheque/PO made payable to Newsfield Ltd for

❑ Please charge to my Visa/Access Card No:

Card Expiry Date Signature

Name

Address

Postcode

Return this deposition with your dosh in an envelope to:
NEWSFIELD, SUBSCRIPTION SERVICE, LUDLOW, SHROPSHIRE SY8 1JW

RAZE THAT WORD

The Slagman is back. Fresh from a stint in the Oxford debating society, the Slagman's head is bigger than Julian's stomach. What better way for him to come back down to Earth than with another bout of RAZE reader rants and raves

DIVINE INTERVENTION

As the father of one of the younger men who has your magazine RAZE (November 1990), I think the FM Towns CD-ROM *Rance II* is evil and your mag would be better without it, and lads and lasses are less likely to be led astray without it.

Personally, I have little time for these games and consoles, which are, I think, grossly over-priced. Please at least keep the fun and amusement clean – eh?

If my judgement on the price of consoles and cartridges etc seems too heavy to you, please forgive me.

I wish you all the best and may God guide you all.

Mr K F Burrows
London

You have got to be pulling my chain! If you think that one little fruity picture is going to corrupt the majority of RAZE readership, then you need to be enlightened in the ways of the world – today, not three hundred years ago!

Pictures like this, and what you would call worse, are available worldwide to audiences as young as ten. Indeed, you'll find that countries with a very liberal attitude towards sex and censorship suffer from their so-called related crimes much less than in the UK.

Have a bit of Jonnie Slagman enlightenment: The Exorcist, a film that has been banned on video in the UK since 1973, is available for sale at approximately £10 in Spain, with a "13" certificate, and was recently shown on European TV!

With the greatest respect, Mr Burrows, it's bible bashers like you that turn the youth of today against belief in anything but themselves. (Whoops, almost sounded serious then!)

NEXT QUESTION, PLEASE

What a great magazine. Compared with other mags I read, RAZE is highly readable and although advertising is a major part of a mag's income, I am pleased to see so few ads in this great new mag and hope it continues. When you pay just under two quid for a mag, you want two quid of reviews and tips and so on. But, with RAZE, you get more than two quid's worth. Keep the good work up.

Can we please have a review for the mega *Judge Dredd* as I am a great fan of 2000AD and can't wait to get my hands on the game.

On the technical side, can you advise me on the following: I want to expand my 1Mb A500+A501 to 2Mb and I already have the 8x256x4 DRAMs so all I need is the board with a through port and all I can see is a board+2Mbs for £99. Can you suggest any sources that can help.

Roger Nicholson, Worthing

Look, let's get one thing straight. You don't have to fill up a third of your letter pathetically crawling and boot-licking to get my attention. If you've got a weirdo techie query then say so.

Roger, I'm afraid you're going to have an example made out of you. From now on, I will not answer any of these strange techie problems – I have enough trouble getting my Cortina started in the morning.

But seeing as you're the first person with a problem, I'll let you off. I asked Jason Holborn, he of the few pennies and the Free Play section, for help, and he said bugger off, so my advice is to get an unpopulated board from someone, somewhere... What did you expect, an answer?

And, anyway, why did you go and buy eight DRAMs when you had nowhere to stick 'em? Fool! That'll teach you for getting cheap memory.

MEGA QUERIES

I am writing to ask you four questions to do with the Mega Drive.

1. Why do you need a CD-ROM system when you already have the cartridge system?
2. Why do you need a disk drive if you already have a CD-ROM and cartridge system?
3. Do you know if Sega are converting that cool game *Final Fight* onto the Mega Drive?
4. Which is better: *Golden Axe* or *DJ Boy*?

J Whittingham
Glossop

Ahh, this is my sort of letter – easy.

1. CDs can hold around a hundred times more information than cartridges. Subsequently, you'll be able to have games of immense proportions, fantastic soundtracks, and superb graphics on compact disc because there's enough room to store it all.

2. There are two problems with compact discs at the moment. The first is their incredibly long access time – compared to carts – and secondly the fact that you can't save data on them. Playing games like adventures and using utilities will be much easier when the floppy drive comes out.

3. What are you on about? The game's been out for ages – which means you'll find it very difficult to get hold of now, unless Sega re-import it officially.

4. *Golden Axe*, of course – everyone knows that!

GET WRITING!

You've had two issues to get your act together and form some opinion on the old mag. So what's the verdict? Hit or miss, good or bad? The Slagman is waiting to hear from you now. Write to *Jonnie Slagman, RAZE Magazine, The Words Works, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

DON'T MISS

THE NEXT ISSUE OF

RAZE

IT'LL BE THE BIGGEST AND BEST YET

MEGA DRIVE MAYHEM

Reviews of every Mega Drive game officially available in the UK – that's over 14 titles!

COLOUR IN YOUR HAND

The Game Gear, Atari Lynx, TurboExpress, and Colour Game Boy head to head!

CRAZY CHRISTMAS GIVE-AWAY

Thousands of pounds worth of prizes up for grabs. Make sure you spend yuletide with *RAZE.*

But we don't want to give too much of the surprise away. Make a date with your newsagent.

RAZE

NOVEMBER 29

THE CHRISTMAS CRACKER

SEE IT AND BELIEVE IT

VIDEO FRAME GRABBER

PAL VERSION
£114.95
INC VAT

VIDI-AMIGA SCREEN SHOT

AVAILABLE FROM ALL GOOD COMPUTER SHOPS

VIDI FEATURES . .

- Take snapshots in 16 shades live from video.
- Multiple frame store (will utilise all available memory).
- Dynamic cut and paste.
- Full palette control.
- Hardware and software control of brightness and contrast.
- Compatible with all video standards (colour, black and white, VHS, Beta, PAL, NTSC etc.)
- Upgradable to full colour with additional 'VIDICHROME' pack.

COLOUR UPGRADE
£19.95 inc VAT

VIDI-AMIGA SCREEN SHOT

VIDI ENABLES YOU TO . . .

- Have perfect freeze frame from any video.
- Incorporate real life objects into your favourite design.
- Grab real time 3-D images from TV.
- Enhance your graphics creativity.
- Capture and store action sequences.
- Desk top video.
- D.T.P. (Desk Top Publishing).

VIDI-AMIGA SCREEN SHOT

VIDI-AMIGA

ROMBO Limited

Rombo Ltd., 6 Fairbairn Road, Kirkton North, Livingston, Scotland EH54 6TS.

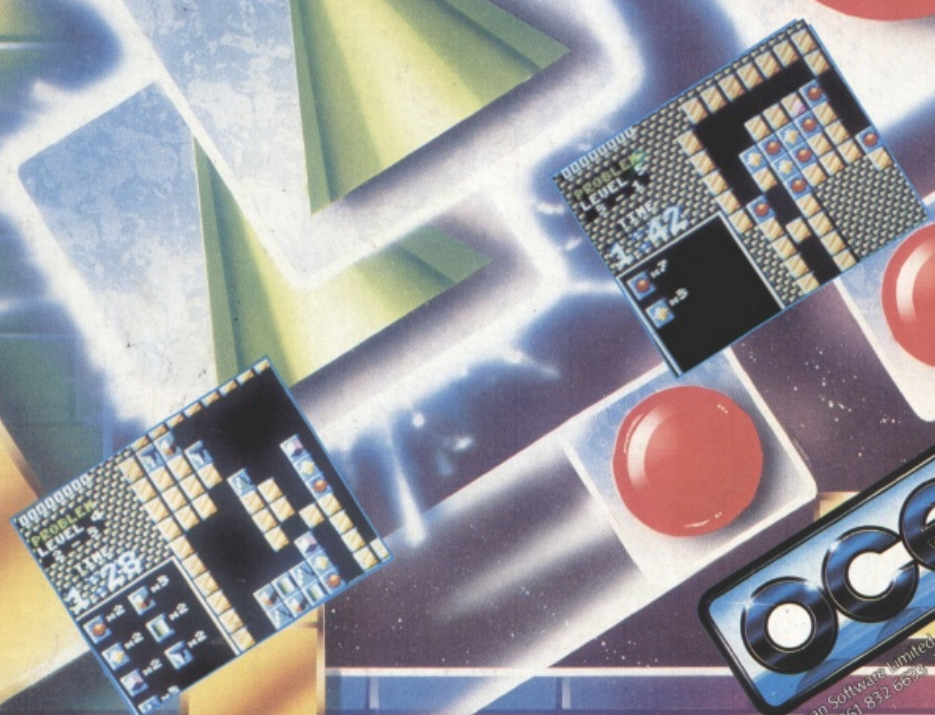
TEL: 0506-414631
FAX: 0506-414634

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.

Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



TAITO

ocean

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650